NINTENDO 64

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TONY HAWK'S PRO SKATER

Guts vs. Gravity

PREVIEWED THIS MONTH!

- The Pink Powerhouse Returns—Kirby 64
- Peace Through Plastic—Army Men: Air Combat

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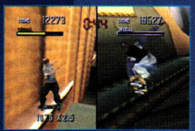
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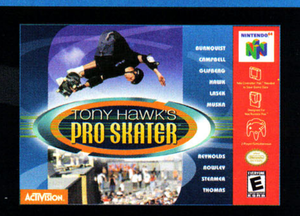
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THE HAWK WILL TAKE YOU ON A MAGIC PAVEMENT RIDE TO SKATEBOARD NIRVANA, AND YOU WON'T NEED TO BRING YOUR HELMET. YOU CAN DEFY GRAVITY—EVEN MOCK IT— WITHOUT REPRISALS FROM ITS FRIEND CONCRETE. WE'LL HELP YOU SET THE WHEELS IN MOTION.

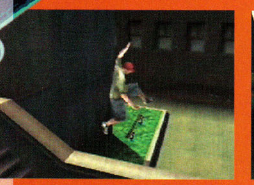


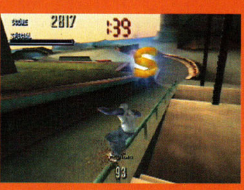


TONY HAWK'S PRO SKATER

PAGE 14







CONTENTS

VOLUME 131 • APRIL 2000



PERFECT DARK



Pop the clip into your Dragon assault rifle—things are going to be getting dark from here on in. We've got comprehensive coverage of the first six levels of Jo's dangerous journey. You'll need it when the bullets start flying.

PAGE 24

EXCITEBIKE 64 PREVIEW



What's that whining noise we hear in the distance? It's a hot new motorcycle game from Nintendo, tearing up the dirt on its way to your N64. The ride may get bumpy as we take you on a tour of the tracks and trails.

PAGE 32

KIRBY 64 PREVIEW



Take a deep breath, because the powerful puffball from Popstar now has his own game on the N64. He's leading the forces of light against the threat of Dark Matter. We'll give you such a tantalizing peek that you may get pink eye.

PAGE 72

POKéMON TRADING CARD GAME



Don't lug that heavy shoebox around—you can get all the excitement of Pokémon Trading Cards in the compact package of the Game Boy Color. The Grand Masters are waiting for you in the Pokémon Dome. We'll help you start building your deck.

PAGE 112

GAME STRATEGIES

SPECIAL FEATURES

DEPARTMENTS



player's pulse

You gotta love those April showers, because there's never been a better time to stay indoors. With Pokémon Stadium and Tony Hawk's Pro Skater ringing in spring, next to the N64 is THE place to be. Yes, these games are fantastic, but how will they compare to games 50 years from now? Here are your visions of the future...

How Do You Like Our Quasi-Futuristic Mag?

In the year 2050 you'll play video games using your whole room. You'll hook the base of the system to your wall and as the system's CPU analyzes the space, a little guy will appear. The computer will set an environment, and you'll be able to move the guy around within it. You can even use the whole house!

Jean Clifford
Minneapolis, MN

Dane Burghgrove • Genesco, Illinois

I think that video games in the year 2050 will be awesome. They'll have a helmet that will connect itself to your central nervous system when you turn it on. When you touch something, you'll feel it as if it's really there.

Ian Potter
Hamilton, ON

By the year 2050, I think the old Atari will come back and be popular as people think cheap! Then again, there will also be an ultra-expensive Thought Processor Unit (TPU). These babies will process the move you think of and reproduce it in the game. Also, did I mention that screens will be so small they could fit in your eye like a contact lens?

Ford Heacock
Lakeland, FL

Instead of using TVs and consoles, you'll have a head visor and a single remote. To make it safe it will be solar powered, and you'll be able to connect simultaneously with thousands of gamers worldwide.

Josiah Johnson
Via the Internet



Trevor Reid • Nova Scotia, Canada

I think in the future you'll have a chip in your head with all the games ever programmed on it. You'll just turn it on and state the name of the game. Your eyes will go black for a second before the game starts. If a new game comes out you'll just buy a small chip, stick it on the chip in your head and download the game into the 90% of your brain that you don't use.

Jeffrey Grover
Via the Internet

I think that in the year 2050, there will be holodecks like on Star Trek.

James Chamberlain
Via the Internet

By the year 2050 the Game Boy will have evolved into a lightweight helmet with high-definition stereo vision and data gloves for controlling devices. There will be a microphone embedded in the helmet so that the player can talk with the simulated characters in the game. I think it will be possible to connect the helmet to a treadmill or exercise bike so that players can move around the virtual landscape.

Robert L. Schuman
Winthrop, IA



Juan Owens • Irvington, New Jersey

I think in the year 2050 you will put on an interactive suit of the hero of the game you're playing. As an example: A new Mario game just came out, so you put on the same suit Mario wears to play the game. The suit would have a screen at eye level, and the movements of your body would be equivalent to pressing buttons and control sticks. Of course, they'll have to be sold in a variety of different suit sizes.

Sam McDonald
Via the Internet

We received so many responses for this question that it's obvious there are plenty of future tech designers out there. It's an age of technological renaissance right now, and as we speed toward 2050, it'll be up to you to turn all of these gaming dreams into reality. Of course, the chances of any of the NP staff getting into one of those holo-suits in the year 2050 are relatively slim. That is, unless

Background Art: Eric Bjerstedt • Franklin, Ohio

there's a game that lets you eat applesauce and play bridge.

Belay that Lip, Soldier!

In 2050 there will be whole countries full of Nintendo, due to the fact that the all-powerful Nintendo lord, Shigeru Miyamoto, dominated all areas not "Nintendo-ized."

Dan Feeney
Via the Internet

Shh! Don't start rumors as crazy as that! (Lord Miyamoto would like to see you in the Ganondorf Punishment Lounge, Feeney.)

Big Brain Over Here!

Believe it or not, modern cladistics place Yoshi in the Koopa family! After studying several games that include the Yos'ter, I've determined that either A) Yoshis and Koopas share a common ancestor, or B) Yoshi is a primitive form of Koopa. Here's why: Our dinosaurian hero sports a colorful shell that is there from birth, even though it is not quite as big as that of the common Koopa. Both Yoshis and Koopas have the ability to fly (see Super Mario World).



Howard Crawford • Rock Hill, South Carolina



Angel López • Cayey, Puerto Rico

They also both inexplicably hatch with shoes on.

Zach Miller
Via the Internet

You're onto something there, Zach, and such a discovery is bound to stir up a hornet's nest of controversy. Should we love Koopas? Fear Yoshis? Is Yoshi, in fact, fighting his relatives for Mario's sake? Is "cladistics" a made-up word? Only time and intense further study will tell.

Mushroom Infestation

Why are there little mushrooms at the end of the articles in your magazine now? Are they some kind of signature?

Samuel G. Smutz
Via the Internet

Well, our editor wanted to make the articles more lively and suggested putting a little "fun guy" at the end of each one. Of course, in our ignorance, we thought this meant "fungi" and started putting 'shrooms in. Anyway, you can use the toadstools as a marker for the end of an article—a sort of fungal period.

Jigglypuff Jitters

I was trying out for choir at my school, and the teacher let us choose our own song to use. I was going to use "The Star Spangled Banner," but I was so nervous that I forgot the words. So, I sang the Jigglypuff song, and get this—I got the part! I just wanted to say thanks.

William Jones
Barnwell, SC

We're happy to hear that Jigglypuff could get you through such a tense moment, but how did you remember the words to that song? The part we always get stuck on is "JI-gglypuff, Jiggly-PUFF, Jigglypuff, Ji-GGLY-puff."

Samus Shamus

In Volume 129, you said in response to a letter: "The problem is, no one knows what planet the mysterious bounty hunter (Samus Aran) is from..." Well, I do! (And so do you!) Pull out Volume 60 and turn to page 64. In the frame in the lower-right corner of the page, the dialogue says, "As the Pirates took over Zebes, they also



Scot Porter • Bellevue, Washington



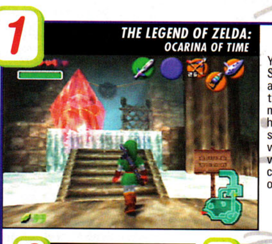
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power charts

Springtime. A time of renewal. The great cycle of the Power Charts comes full circle again. We have our eyes on two newbies this month—Donkey Kong 64 and Harvest Moon 64—both of which, in our humble opinion, are destined for Power Chart greatness as the seasons pass.

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



Yes, we know Pokémon Snap surpassed Bond again—please try to keep the angry letters to a minimum. After all, we have a feeling that Bond's successor, Joanna Dark, will have a few choice words for the Pokémon craze when she debuts on the charts.

2 POKéMON SNAP



3 GOLDENEYE 007



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	16
2	POKéMON SNAP	NINTENDO	5	8
3	GOLDENEYE 007	RARE	2	40
4	SUPER SMASH BROS.	NINTENDO	4	10
5	DONKEY KONG 64	NINTENDO	—	1
6	JET FORCE GEMINI	RARE	6	4
7	MARIO PARTY	NINTENDO	10	13
8	WRESTLEMANIA 2000	THQ	—	1
9	NFL BLITZ 2000	MIDWAY	9	4
10	BANJO-KAZOOIE	NINTENDO	12	21
11	SUPER MARIO 64	NINTENDO	11	43
12	HARVEST MOON 64	NATSUME	—	1
13	ARMY MEN: SARGE'S HEROES	3DO	14	4
14	STAR WARS: ROGUE SQUADRON	LUCASARTS	—	14
15	MARIO KART 64	NINTENDO	15	40
16	RAINBOW SIX	RED STORM	—	1
17	GAUNTLET LEGENDS	MIDWAY	18	3
18	STAR WARS: EPISODE 1: RACER	LUCASARTS	16	8
19	RESIDENT EVIL 2	CAPCOM	—	1
20	MARIO GOLF	NINTENDO	17	5

GAME BOY TOP 10

1 POKéMON



Got Pokémon? The madness shows no signs of slowing as Pokémon sweep the top three Game Boy games. One has to wonder just what it's going to take to vanquish the super-effective chart toppers. Another Zelda? Or will Pokémon Gold and Silver eventually inherit the throne?

2 POKéMON YELLOW

3 POKéMON PINBALL



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	17
2	POKéMON YELLOW	NINTENDO	2	2
3	POKéMON PINBALL	NINTENDO	4	7
4	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	3	84
5	JAMES BOND 007	NINTENDO	6	24
6	SUPER MARIO BROS. DX	NINTENDO	8	3
7	FINAL FANTASY LEGEND 3	SQUARE	—	78
8	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	9	88
9	KIRBY'S DREAMLAND 2	NINTENDO	—	55
10	HARVEST MOON	NATSUME	—	11

MOST WANTED



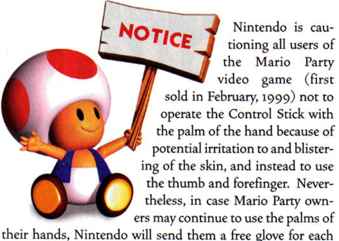
1. DOLPHIN
2. KIRBY 64 (N64)
3. PERFECT DARK (N64)
4. EARTHBOUND 64 (N64)
5. SUPER MARIO ADVENTURE (N64)
6. OGRE BATTLE: PERSON OF LORDLY CALIBER (N64)
7. X-MEN (N64)
8. SIMCITY (N64)
9. SOUTH PARK RALLY (N64)
10. BOMBERMAN 3 (N64)

attacked an earth colony on nearby K-2L." Samus is from planet K-2L!

Jason Kemp
Via the Internet

Now that is some serious sleuthing. We have to beg to differ, though, as we don't feel that there's conclusive evidence that the lone survivor of the assault on K-2L was an indigent citizen. The planet was a spaceport, and the populace a mishmash of castaways and pioneers from other earth colonies. Although Samus was there at the time of the Pirates' attack, we wouldn't be so sure she or her parents were born there.

Mario Party Minigame Play Caution



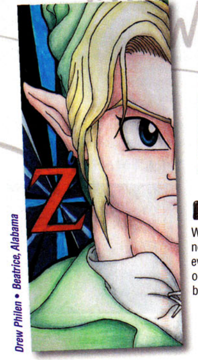
Nintendo is cautioning all users of the Mario Party video game (first sold in February, 1999) not to operate the Control Stick with the palm of the hand because of potential irritation to and blistering of the skin, and instead to use the thumb and forefinger. Nevertheless, in case Mario Party owners may continue to use the palms of their hands, Nintendo will send them a free glove for each player to use with the game, upon presentation of proof of purchase and ownership. To receive more details, call the following toll-free number: 1-800-521-0900.

(N)ice (S)tory. (T)hanks!

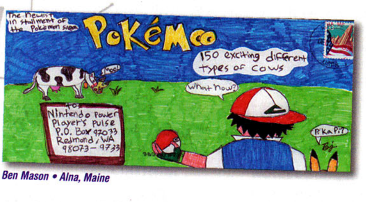
I'd like to compliment you on your great NST Gamemakers section! I have already decided I'm moving to Redmond right after high school and attending Digipen college for a degree in video game development. It is hard to find studies that actually explain the way a game is designed and what steps are involved in actually making it. I would love to see it become a permanent part of the magazine.

Brian Ehlert
Via the Internet

As much as we'd like to do a monthly column on NST, it wouldn't be all that fair to all of our other great developers. You will be seeing coverage of them in the future, though. With the release of Bionic Commando for Game Boy Color and Ridge Racer 64 for the N64, it's obvious NST is a team of the highest quality. We recently had the pleasure of touring their facility, and while it was great to see Crystalis for GBC (which looked awesome), we were also stoked to hear that they're working hard on a Dolphin title. Oh, to be able to see that! We can only hope to pretty soon...



Drew Philen • Beatrice, Alabama



Ben Mason • Alna, Maine

WRITE AWAY RIGHT AWAY!

We here at NP have been playing Pokémon Stadium and Tony Hawk practically nonstop, but we'd be lying if we didn't acknowledge another game that sees action every day. That game is Super Smash Bros. We can't stop playing it. And since our competition is so tough, we need you to help us answer a question. Who's the best character? And why? Let us know before someone over here gets hurt!

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NINTENDO POWER SOURCE

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TONY HAWK'S™ PRO SKATER



It would be simple to introduce this review with a lot of exaggerated gushing about how top-rate Tony Hawk's Pro Skater is, but why not let the guru himself do the intros? We'll just sum up—incredible game, great multiplayer, sick pros, rad tricks. Tony?

We're Not Worthy! We're Not Worthy!



Nintendo Power: First—and we're not just trying to butter you up here—we want to let you know that Pro Skater is the best skating game we've ever-played. We bet you're pretty stoked with how it turned out, huh?

Tony Hawk: *I never imagined that any game could recreate the energy and authenticity of real skateboarding. I also never imagined that anyone other than skaters themselves would enjoy it so much.*

NP: When you're playing the game, do you skate as yourself or do you choose one of your buds?

TH: *At first, I played my character just to pull 900s regularly. Now I choose Jamie since his special tricks take less time to complete and are more suitable for combos.*

NP: What is your favorite aspect of the game?

TH: *The fact that you can skate anything... without getting kicked out.*

Tony was kind enough to answer plenty more questions for us, but we can't wait any longer to get into this game. Check out www.nintendo.com for the rest of the interview with our skating idol. Now let's skate!

Four Habits of Highly Successful Thrashers

Take it easy, fellow skate-rat. We'll get to the goods in a second. Before you can go carve the streets to pieces you'll have to learn the ropes. There are oodles of ways to have fun in this game, and you should sample each of them to get your money's worth.

Career Mode



You may want to try a Free Skate to get used to the controls, but once you do, start trying to satisfy level challenges with your favorite character.

Single Session



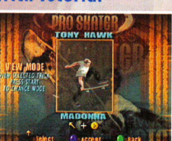
Two minutes. Time to thrash. Try to put together the sickest run you can for mad points, then sit back and watch the whole thing on replay.

Multiplayer



There are three modes for two players. Graffiti lets you "paint" areas with stunts, Trick Attack is a points contest, and Horse makes you mimic tricks.

Trick Tutorial



This handy dandy mode not only makes for great viewing, but also lets you learn all of your skater's basic moves before you hit the streets for real.

The Pros

These skaters are good. Better than good. Although they go large all the time in real life, their adrenaline-soaked lunacy and lack of bodily concern can't compare to what their cyber-incarnations can do. Seeing the Hawk do a 900 is rad—making him do one off the top of a building is downright mind-blowing.

TONY HAWK



Kick Flip McTwist
Press: Right, Right + top C.

540° Board Varial
Press: Left, Left + right C.

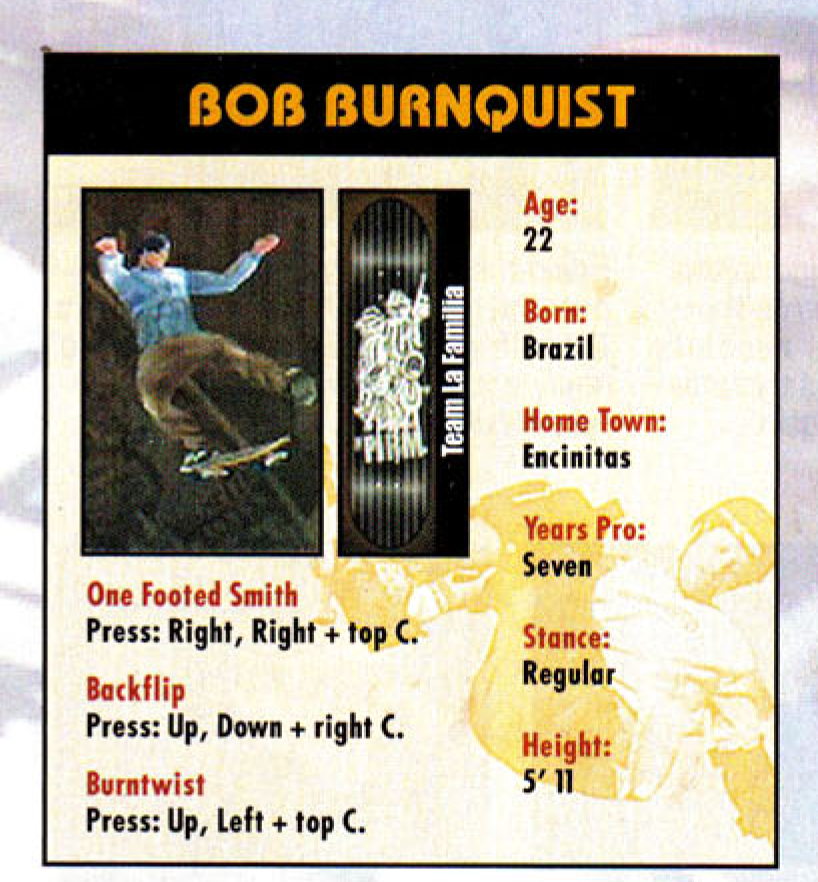
300° Flip to Mute
Press: Down, Right + right C.

The 900°
Get a lot of air
Press: Right, Down + right C

Age: 31
Years Pro: 16
Born: USA
Stance: Goofy
Home Town: Carlsbad
Height: 6' 2

"If I fall, I'll always get up again."

BOB BURNQUIST



Age: 22
Born: Brazil
Home Town: Encinitas
Years Pro: Seven
Stance: Regular
Height: 5' 11

One Footed Smith
Press: Right, Right + top C.

Backflip
Press: Up, Down + right C.

Burntwist
Press: Up, Left + top C.

GEOFF ROWLEY



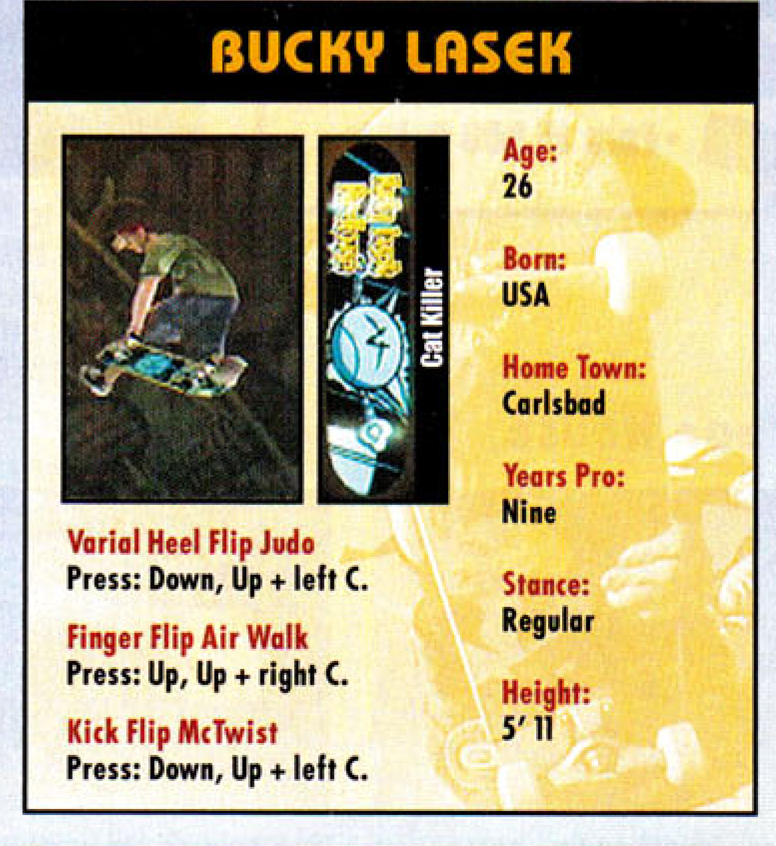
Age: 23
Born: UK
Home Town: Huntington
Years Pro: Five
Stance: Regular
Height: 5' 8

Dark Slide
Press: Left, Right + top C.

Double Hard Flip
Press: Right, Down + left C.

Backflip
Press: Up, Down + right C.

BUCKY LASEK



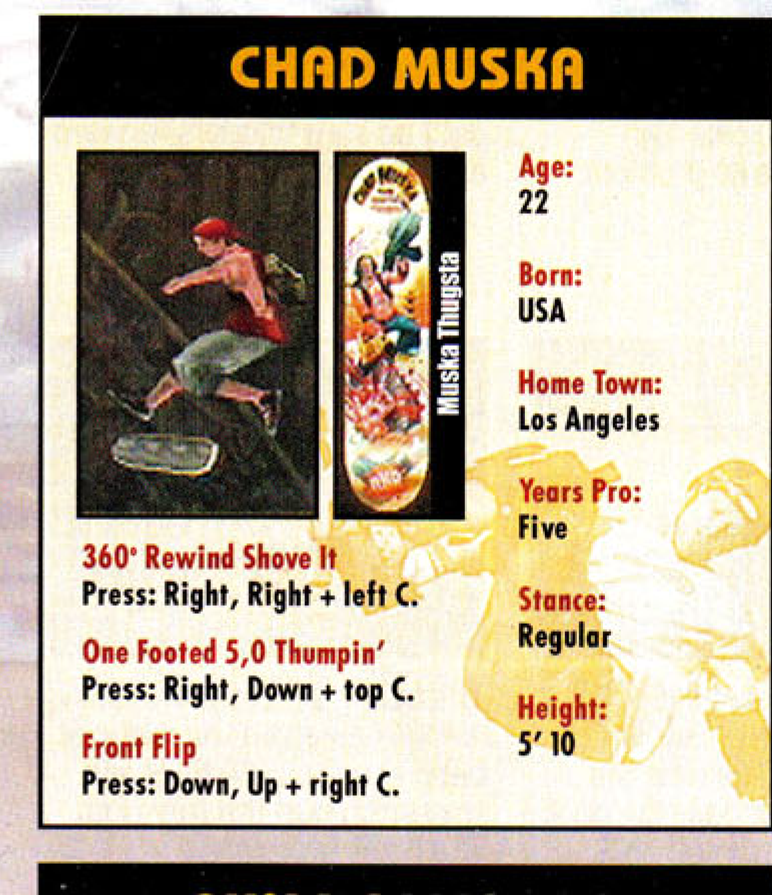
Age: 26
Born: USA
Home Town: Carlsbad
Years Pro: Nine
Stance: Regular
Height: 5' 11

Varial Heel Flip Judo
Press: Down, Up + left C.

Finger Flip Air Walk
Press: Up, Up + right C.

Kick Flip McTwist
Press: Down, Up + left C.

CHAD MUSKA



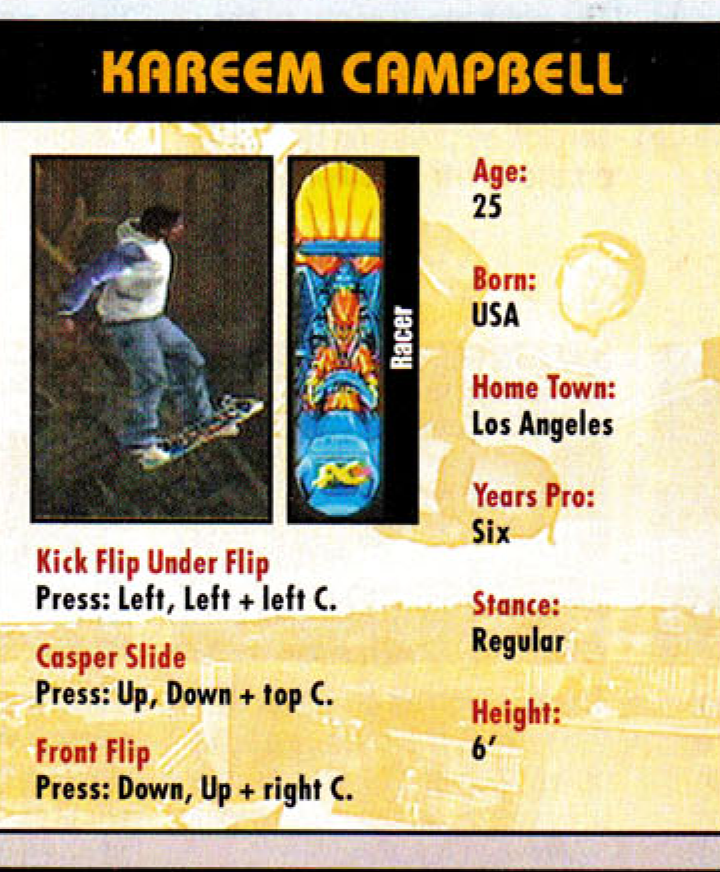
Age: 22
Born: USA
Home Town: Los Angeles
Years Pro: Five
Stance: Regular
Height: 5' 10

360° Rewind Shove It
Press: Right, Right + left C.

One Footed 5,0 Thumpin'
Press: Right, Down + top C.

Front Flip
Press: Down, Up + right C.

KAREEM CAMPBELL



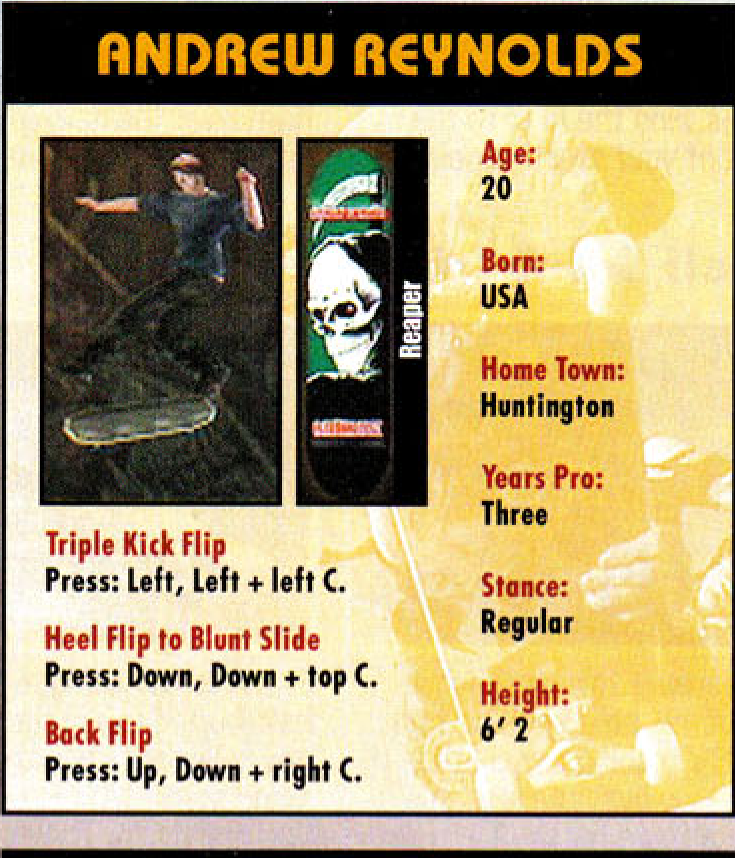
Age: 25
Born: USA
Home Town: Los Angeles
Years Pro: Six
Stance: Regular
Height: 6'

Kick Flip Under Flip
Press: Left, Left + left C.

Casper Slide
Press: Up, Down + top C.

Front Flip
Press: Down, Up + right C.

ANDREW REYNOLDS



Age: 20
Born: USA
Home Town: Huntington
Years Pro: Three
Stance: Regular
Height: 6' 2

Triple Kick Flip
Press: Left, Left + left C.

Heel Flip to Blunt Slide
Press: Down, Down + top C.

Back Flip
Press: Up, Down + right C.

RUNE GLIFBERG



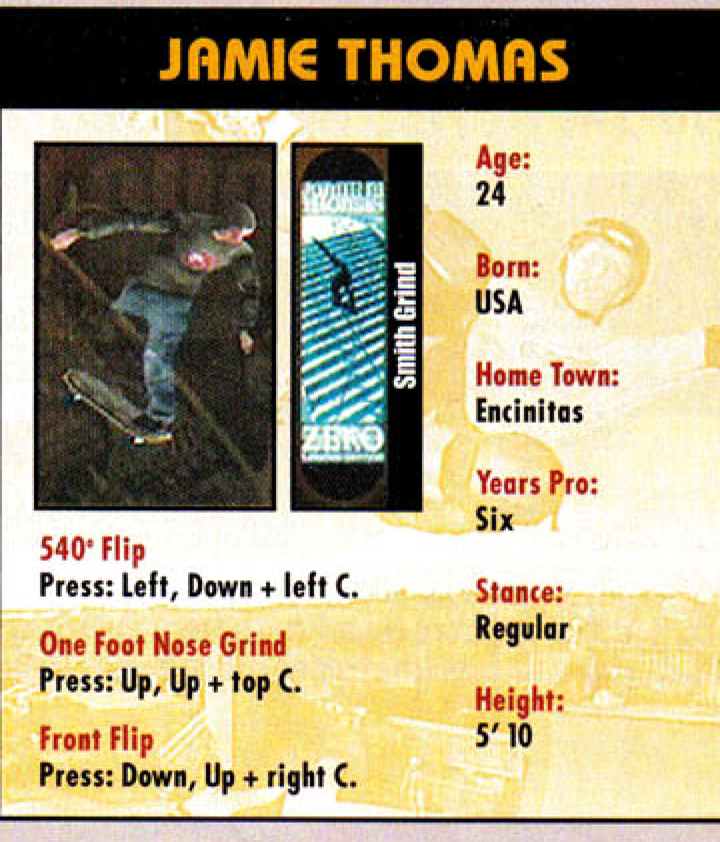
Age: 25
Born: Denmark
Home Town: Costa Mesa
Years Pro: Seven
Stance: Regular
Height: 5' 11

Front Back Kick Flip
Press: Up, Up + left C.

Christ Air
Press: Left, Right + right C.

Kick Flip McTwist
Press: Right, Right + left C.

JAMIE THOMAS



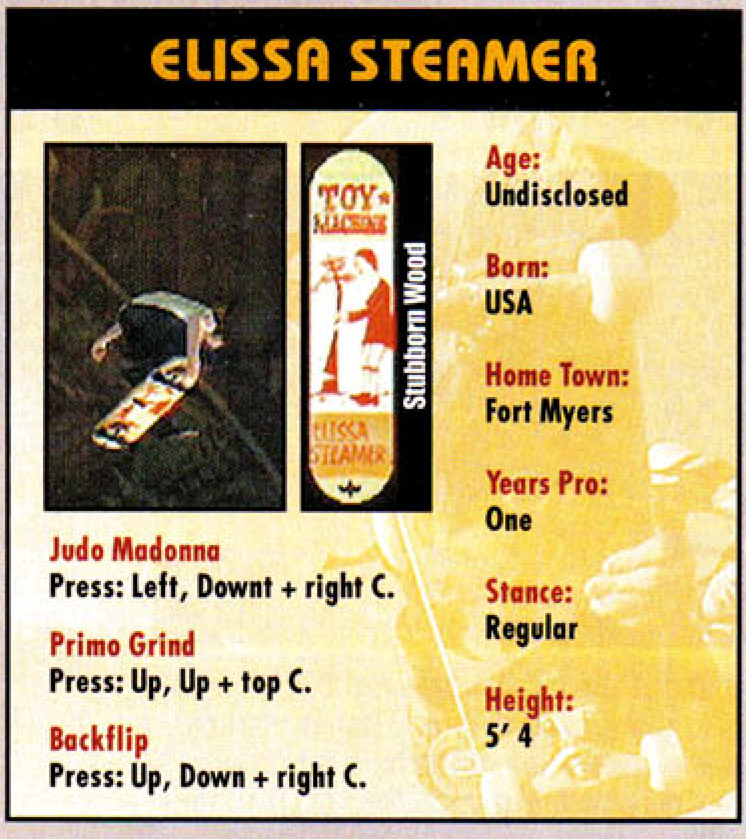
Age: 24
Born: USA
Home Town: Encinitas
Years Pro: Six
Stance: Regular
Height: 5' 10

540° Flip
Press: Left, Down + left C.

One Foot Nose Grind
Press: Up, Up + top C.

Front Flip
Press: Down, Up + right C.

ELISSA STEAMER



Age: Undisclosed
Born: USA
Home Town: Fort Myers
Years Pro: One
Stance: Regular
Height: 5' 4

Judo Madonna
Press: Left, Downt + right C.

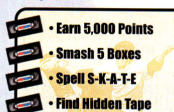
Primo Grind
Press: Up, Up + top C.

Backflip
Press: Up, Down + right C.

Warehouse: Woodland Hills

They probably should get a better security system at this warehouse, but hey—if the door's open, it's time to skate. Excluding the three courses you'll skate in the competitions, this is the most compact area you'll experience. While you're looking for boxes to destroy and collecting letters and bonuses, get used to negotiating ramps, quarterpipes, rails and halfpipes.

Objectives



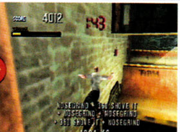
Grind It Up!



You'll have to figure out linked tricks on every level to beef up your score, since two tapes are dependent on racking up points. Start this one by hopping onto the rail above the quarterpipe.



Do some sort of smooth grind up top, then land with another grind on the rim of the quarterpipe. You'll need lots of speed—if you start to lose your balance, ollie again and grind again.



Finish the trick off with a final ollie over the gap onto the rail right next to the halfpipe. Because you've linked so many tricks together, you're going to rake in huge points.

Clean House



Every level has five items what you'll need to find. In this case, the items are stacks of boxes. Find the first to the right of your starting point.



Your second smashable stack of boxes is on a tabletop on the right side of the room, right over the halfpipe. Ollie up and commence vandalizing.



The next stack rests to the right of the big ramp—keep rolling up and over the quarterpipe by pressing forward on the Control Pad or Stick.



Your fourth stack of boxes is nestled on the ledge across the room from the halfpipe. As long as you ollie high enough, it'll be no problem.



The last stack is on the jutting edge of the quarterpipe in the center of the far wall. Just be sure to press forward as you approach the lip.

Spell S-K-A-T-E



This area is the smallest in the game, so it shouldn't be hard to track down all the letters. Hop over the left side of the halfpipe for the T.



The A is levitating over the half-buried cab in the rear of the room. It's easy to reach, so do something cool when you grab it, for Tony's sake!



The K is high up on the wall in the rear of the room, so build up a good head of steam, pop off the top of the quarterpipe and grab it posthaste.

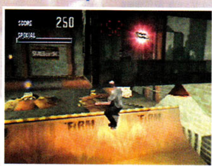


Yeah, we're going out of order—so what? This isn't a spelling bee. Ollie over the small ramp gap near the pool of oil to nab yourself an S.



The conclusion of this spelling lesson comes on the midlevel between the main floor and the ramp up to the top room. The E will be yours.

Hidden Tape



You can get the hidden tape right off the bat if you know where to look. There's a small, glassed-in room above the halfpipe—bomb down the ramp and launch through it to find the tape.

A World-Shattering Kickflip McTwist



We'll use different skaters for all the levels, but we'll start with Tony because he's grrrrreat! This saucy trick will help you get the Pro Score tape. Cruise from the top with your Special Meter rolling, then do a Kickflip McTwist as you bust through the hidden room. If you can land on the rail on the other side, you'll get even more.

School: Miami

If there was ever a school this skater-friendly, it'd have an admissions waiting list a mile long. Huge jumps, empty pools, long railings and quarterpipes galore grace the school grounds, and if you feel like exploring, you can find shredible goodies on the rooftops and inside the gym. Just remember that you should take a break every now and then to do a little homework.

Objectives

- Earn 7,500 Points
- Grind 5 Tables
- Spell S-K-A-T-E
- Find Hidden Tape
- Earn 25,000 Points

Gimme Lovin'



We're taking Kareem Campbell on a school field trip, and there are all sorts of nasty maneuvers he can bust. Do a cool trick off the awning you start on and line up the planter below.



Grind the edge of the planter below—you'll get a linked trick bonus plus the "Gimme Gap" bonus. These special bonuses are imbedded in every level, so think and skate creatively.

Flipper



Once you build up Kareem's Special Meter, press Down, Up and right C to do a front flip. You'll get crazy points, but be warned: If you don't get enough air, you'll crash hard.

Lunchtime!



Nothing says "Grind Me!" like those school lunch tables, and there are five of them to track down on the school grounds. One is right at the start.



Turn around and head down the left ramp toward the pools. Bang a hard right at the bottom of the ramp to find your second victim near the wall.



Head past the pools and stay left to find the third table. You may want to ollie early to land on the tables, otherwise you might jump over.



The fourth table is near the bottom of the huge set of stairs leading back up to the gym. Ollie high, hold top C and grind your way to glory.



Head over the small bridge spanning the drainage ditch to find the fifth and final table. Once you've marked it with your board, the tape is yours.

English Class



Today, class, we're going to learn how to spell the word "Skate." Does anyone have a guess? From the start, ride the big stair railing for the S.



At the bottom of the long staircase, go straight and hit the ramp. Drop some stupid science as you fly through the K with the greatest of ease.



The A is on a direct line as soon as you land, so go full steam ahead. Do your best grind along the little ridge to snare the letter in style.



Keep rolling until you enter the halfpipe area (man, if only our old school looked like this). Catch some air on the right side to catch the T.



See, spelling can be fun! The E is right there as soon as you exit the halfpipe. Grab it, then celebrate by bombing into the pool and ripping it up.

Higher Education

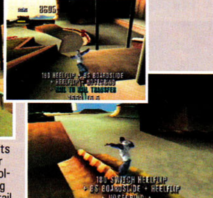




First, fastplant onto the tabletop on the gym roof. Ride the rail onto the awning over the big staircase and leap for the Hidden Tape, which has slipped the surly bonds of earth.

Riding the Rails





There are plenty of chances for huge points on this level (try the pool-to-pool transfer for serious fun), and we recommend the following. Ride the left edge of the wall along the huge staircase, then ollie over to the rail itself. At the bottom, ollie right again and land on the ridge for a payload.

Mall: New York

We figured we'd, you know, stop by the mall, grab a latte, check out the latest vids at the arcade, maybe kick it by the food court for a while. Unfortunately, the mall was closed. So, instead of getting our mack on in front of the record shop, we were instead forced to break in and shred like there was no tomorrow. What other chance would we get to jump a whole escalator?

Objectives

- Earn 10,000 Points
- Destroy 5 Directories
- Spell S-K-A-T-E
- Find Hidden Tape
- Earn 30,000 Points

I'll Take the Stairs



There's a distinct downhill flavor to this entire run, so you'd better make gravity work for you. Get funky so your Special Meter is kicking by the time you reach the top of the stairs.



And now, go big. We're letting Chad Muska go on this particular shopping spree, so as we launch off the top step we'll cue up a big old switch Front Flip to impress the mallrats.



Of course, you won't get credit for any trick you perform if you don't stick the landing. If you do manage to pull it off, you'll receive a hefty bonus for clearing all 16 stairs.

You Were Here



Time to confuse shoppers. After breaking through the wall of glass (ignoring those pesky "Closed" signs) head up the ramp for the first directory.



If you have the skills, keep riding and pop through the fountain gap to find the second directory. Otherwise, climb the next ramp and backtrack.



The third directory is right outside the dubiously named Pizza Face restaurant. As tasty as a slice would be, keep rolling down the escalators.



Pass Hawk's Skate Shop and look for the fourth directory in front of the giant double arch sculpture set in concrete. You can't miss it.



This level is pretty linear, so it's easy to find the last directory. It's located at the top of the stairs that lead to the exit of the level.

Spelling Lesson



The S is simple. Pull some crazy tricks on the two quarterpipes leading down to the mall entrance, then grab the S off the left wall as you ride by.



The K is located down on the low road. It's across the way from the coffee shop, nestled along a nicely grindable wall planter full of bushes.



If you want the A, take a slip 'n' slide on the left-hand rail bridging the ornamental pool. If you miss this obvious letter, you'll be all wet.



You'll have to revisit that bizarre sculpture between Sporker's and the Drugstore to find the T. It's hidden at the tail end of the artwork.



The E is right there in broad daylight as you head outside. The only problem is reaching it—just launch off the ramp before the small pool.

Take a Flying Leap



This is a toughie. Get your Special Meter up, then launch off the upper ramp and land on the light tracks above the pool. Grind, then ollie, then grind again to reach the Hidden Tape.

Coffee—To Go



This is a nice little move to start your run. Crash through the entryway and roll up the ramp, then stay left. Line up the innocuous rail poking out of the platform and hold down top C to grind it. Ollie off the end and land on the rail outside the coffee shop. Your prize will be a free mocha grande—no, actually, just a lot of points.

Downtown: Minneapolis

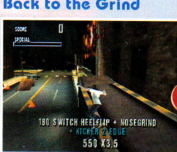
The friendly streets of nighttime Minneapolis are filled with sweet open areas, huge airs and cabbies who will broadside you at 40 miles per hour and then tell you to stay off the streets. While contending with the cabs is a minor annoyance, you should be pleased to try your skills out in such a wide-open space. There is a downside—getting from place to place takes a while.

Objectives



- Earn 15,500 Points
- Break 5 Signs
- Spell S-K-A-T-E
- Find Hidden Tape
- Earn 40,000 Points

Back to the Grind



Just like at the mall, you can nab a ton of points right off the bat in Minneapolis. Elissa Steamer's helping us demo this move—watch as she deftly ollies onto the rail right at the start.



Ollie off the end and push right to land on the next rail. Again, you can use either the Control Pad or Stick to move your skater, but we recommend the Control Pad for precision.



Pop off the end of the rail and land a perfect grind on the edge of the ramp poking out of the street mouth. Just watch out for dangerously speeding cabs when attempting your dismount.

Everywhere There Are Signs



What do those signs say? It's tough to read them when you're shattering them at top speed. The first one is at the entrance to the fountain park.



After getting rudeboy on the quarterpipes ringing the fountain park, head for the exit to find the next sign. Line it up and knock it down.



As you exit the fountain park, you'll glimpse the third sign on a tabletop to the left. If you push forward on the quarterpipe, you'll hit it.



In the wide open area near the big Neversoft sign, the fourth pitiful sign awaits your destructive urges. Show it no mercy and skate onward.



Keep on riding the streets on the upper part of town. Near the transition to the lower streets, you'll find the fifth sign tucked in an alcove.

More Fun with Letters



This time let's spell...oh wait, we're spelling SKATE again. Immediately ollie onto the upper-right level, then ollie onto the rail to get the S.



Bang a left into the fountain park and do something cool as you fly over the fountain to get the K. You never know, there might be people watching.



Your next letter is up the street, so swerve into traffic and head into the wide-open pavilion outside the glass facade. The A is on the wall.

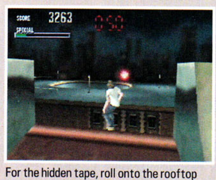


After you grab the A from its lofty perch, ride up the ramped tow truck to enter the skybridge. The T is up there, waiting to be snared.



The E is directly above your head when you begin. Take the upper street and launch off a ramp to reach the rail way up there. Grind and grab.

Big Air



For the hidden tape, roll onto the rooftop party zone that's flanked by quarterpipes. Build up speed and then take a leap through one of the gaps toward a distant building.

Comin' Through!







That glassed-in skybridge is just too tempting. Carve up the streets until you're feeling Special, then hit one of the ramps at full speed. Not only will the full Special Meter give you enough speed to clear the walkway, it'll also let you do, say, an Elissa Steamer Backflip. Land this monster trick if you want to roll in points.

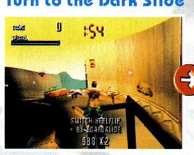
Downhill Jam: Phoenix

The Downhill Jam is all about high speeds and huge jumps. It's laid out like a snowboard park—full of rails, kickers and a halfpipe in the dam that's to die for. Since it's difficult to backtrack up the hill, you'll want to put together a nice run that naturally links tricks as you head downhill. If you want to stall out and spend time in any one place, make it the halfpipe.

Objectives

- Earn 20,000 Points
- Open 5 Valves
- Spell S-K-A-T-E
- Find Hidden Tape
- Earn 40,000 Points

Turn to the Dark Slide



Geoff Rowley's our man for this run, and he's hungry for points right off the bat. Using his unquestionable skills, ollie off the transition onto the pipes at the start of the course.



By the time you reach the two pipes over the huge crevasse, your Special Meter ought to be up and running. Tap Left, Right and top C to Darkslide your way down the pipes to point nirvana.

Dam, He's Good



The dam's natural halfpipe shape makes it the perfect place to hang out and rip huge tricks. In this case, Geoff has built up enough speed to land a Double Hardflip. Not bad at all.

Start Flowing



You have to get the water back on, so be on the lookout for valves to grind. Ollie off the ramp at the beginning and grind the pipes for the first.



Valve number two is on the lip of the second big ramp as the course snakes around to the right. If you hit the first ramp, you'll miss it for sure.



The third valve can be tricky. Ride up the ramp on the left as you approach the mouth of the halfpipe and ollie onto the pipe that bridges the entry.



Build up speed and shoot down the center of the course. The ramp at the base of one hill launches you onto the butte where the fourth valve hides.



The final valve is tough to see but easy to hit. As you ride the left ramp down to the race's finish, wall-ride the wall on your right to hit it.

Spell Check



You shouldn't have any problems getting the S. Just go off the left side of the first ramp you see to pluck the first letter from the air.



Don't get too fancy in the area leading up to the K or you'll miss it. As you approach the pipes before the halfpipe, nail the ramp and grind for it.



The A is on the dam's upper deck, and if you don't ride the pipe across you'll have to climb the hard way. Hit the quarterpipe up top for the letter.



If you're going too fast (and by now, you will be) you might miss the T. Even if you don't hit the center jump, it's easy to backtrack to this one.



Getting the E is extremely difficult. Build up a good head of steam at the end of the level to jump and reach the upper rail on the right.

Afraid of Heights?





This one's a real pain. Ride the exit pipe off the top of the dam then ollie over the gap, onto the higher ledge and over the second gap. If your Special Meter's up, you'll have enough speed to leap to the top of the butte and grab the Hidden Tape.

Tough Trick: Huge Payoff



Remember how hard it was to get the E? Do it again. Ollie up there with as much speed as you can muster and ride the rail. Ollie and grind again, then drop down to the lower rail for the Neversoft Electric Gap bonus.

Streets: San Francisco

Even though this would be a natural city to cover in fog, those talented programmers at Activision have created a beautiful rendering of San Francisco for your shredding pleasure. Of course, you have to watch out for speeding trolley cars and poorly driven VW buses full of crazed hippies, but it's a small price to pay for the chance to do a 360 Japan Air over Lombard Street.

Objectives

- Earn 25,500 Points
- Wreck 5 Cop Cars
- Spell S-K-A-T-E
- Find Hidden Tape
- Earn 50,000 Points

Lasek Rites



Bucky Lasek has no fear, and as a result it's no big thing for him to rip this dangerous trick. After pumping up his Special Meter with a variety of sick moves, ollie off this ramp.



Not only does Bucky clear the walkway's "Hubba Gap," but he also has the presence of mind to pull off a crazy Fingerflip Airwalk as he soars through the air. Quality work for sure.



And, of course, the impeccable landing. You must always be sure to have one end of your board pointing in the direction you're going or you'll pay the price—spot your landing early.

Disrespect Authority



Try not to do this in real life, but in San Francisco your m.o. is to trash a few cop cars. The first is right next to your starting point.



Another of our nation's finest has elected to park his ride in front of the donut shop. Seems like a strange place for a cop car to be...



There's a pair of police cars together near the entrance to Chinatown. Be careful of trolleys here, as their turnaround is up the hill.



The last car is fairly obvious. Once you find it sequestered in a corner near the sculpture in the Embarcadero, trash it with all speed.

Spell or Die!



San Francisco is a large level, and its letters are extremely well hidden. If you take a left off Lombard and head up the ramp, you'll find the S.



You may want to pick up the K as you go down Lombard. Stick to the flower beds on the right of the street and smash the glass at the bottom.



Head up through the arches to Chinatown and pull a fat air over the transfer at the trolley turnaround. Your reward? A pristine letter A.

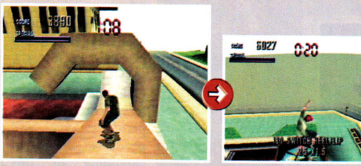


It's a good thing you're impervious to broken glass. Ollie off a roadside planter and smash a window for the T—you can exit down the spiral ramp.



The E is hidden in a sweet bowl inside a nearby building. Build up speed on the ramp across the street, then ollie through the glass for your prize.

Through the Pagoda



This is a doozy. Jump onto the fountain ramp, then keep hopping the building ledges. Circle up the final building and launch off the rooftop ramp to get the tape atop the pagoda.

Kickflip McTwist



Your best bet for big points on any level is to make the most of your rider's special moves. Build up the Special Meter by using lots of variety, then stick sweet moves like this quarterpipe Kickflip McTwist.

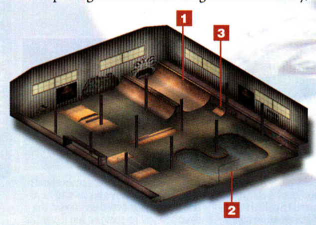
Varial Heelflip Judo



Don't go back to the same move too many times. Sure, this Varial Heelflip Judo is worth some serious points the first couple times you do it, but it'll decrease in value incrementally every time.

Skate Park: Chicago

There are three competitions you can enter over the course of the game, each of which comprises three heats. Basically you need to put together a minute-long run full of variety, cool tricks and flawless skating. Impressing the judges is no easy feat, and competition is extremely fierce. You'll be judged on your best two heats, so don't worry if you screw one up.



Burntwist



Every competition track is small, and Chicago is no different. Use this halfpipe to win some favor with the judges—busting out massive tricks like Burnquist's Burntwist is a good way to get the job done in style.

Poolside



Don't forget to grind! There are plenty of places to bust out Bob's One-Footed Smith grind, and a good place might be the oddly shaped pool, which offers all sorts of possibilities to the discriminating skater.

Raise the Roof

This is the whopper. Build up your Special, then charge toward the backside of the halfpipe. Press forward as you ollie off the top, then hold down top C. You should grind the rafters for a stunning number of points.

Burnside: Portland

The second competition takes place at the real-life skate park called Burnside, which has been reproduced in great detail from the Portland, Oregon, landmark. Most of the parameters of the park are very skater friendly with smooth quarterpipes and grindable lips. Spending time in the small eyeball pool will be worth your while if you can handle the tight transitions.

Hit the Links



As per usual, linking up grinds will earn you a tremendous number of points. Ride the curvy rails as long as you can but be sure not to lose your balance. The judges deduct a ton for falling, so riding clean is vital.

Bridge Work

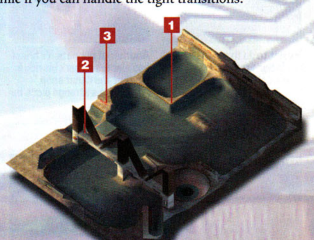


The rafters of a highway bridge offer shelter to this skate park, and you should make the most of them. If you can ollie off one of the quarterpipes through the gap in the bridge struts, you'll score big with the judges.

Grab Hold



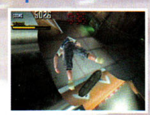
Every now and then, you just want to take a break from the hectic speed skating. Handplants can earn you plenty of points even though they cut down your speed. To do one, just press back and top C just as you hit any lip.



Roswell: New Mexico

The final mystery. It'll take you a while to collect enough tapes to garner an invitation to this secret event, but it'll be worth it. Chock full of amazing half-pipes, transfers and extremely hard-to-impress judges, Roswell rocks.

Mystic Rune



You'll have to skate your best to take home a medal on this course, and that means all your special moves have to come out. In this case, Rune Glifberg makes a Kickflip McTwist look easy.

Illegal Alien?



It wouldn't be Area 51 without the gratuitous captured alien. Head through the archways on the border of the course to find, among other things, this charming scene and a captured saucer.

Phone Home

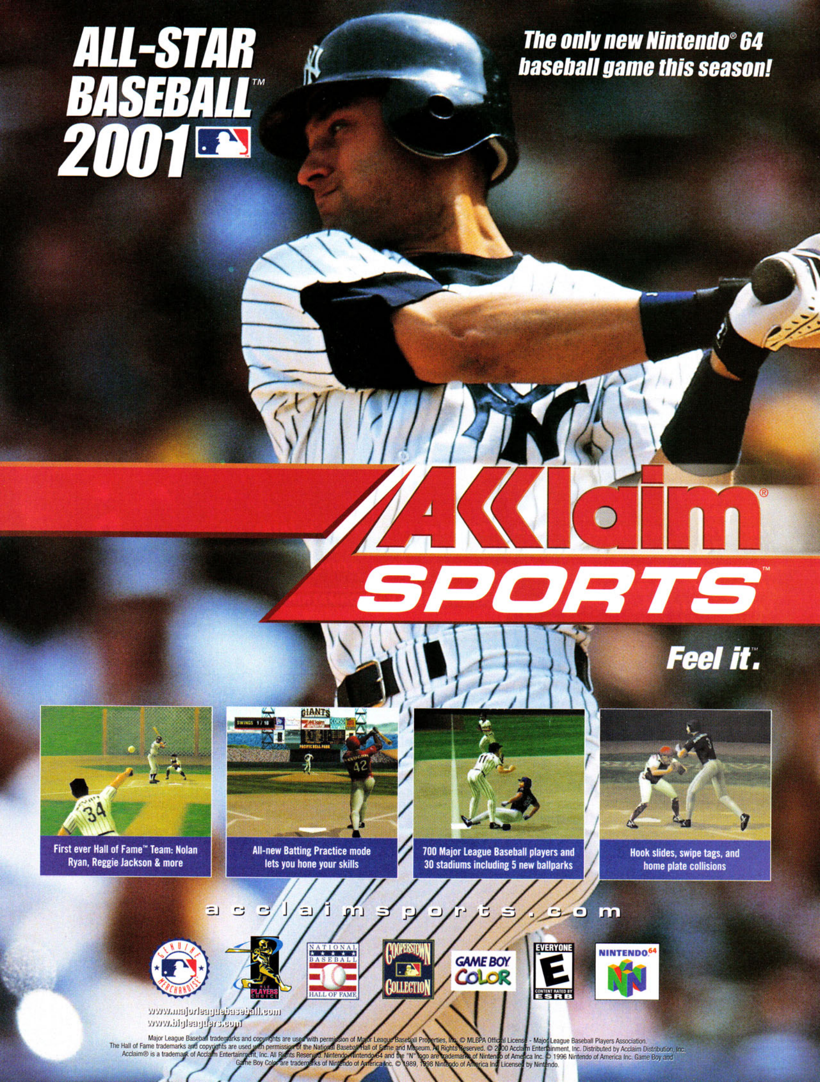


As you exit the alien area, jump into the air and grind the first rail you see. Hop the gap and grind the next, then try to ollie the next gap onto a third rail. The "E.T." grind is out of this world.

The Fun Never Stops



It really doesn't. This game has so much replay value it's absurd. Whether you're trying to unlock a hidden character (is there a problem, Officer?), unlocking levels with each skater or going for gold on all the competitions, you will never, ever get bored of shredding in this game. Just don't try this stuff at home.


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Perfect Dark™

The N64 is about to go Dark. The wait is over—it's time to enter Joanna Dark's world of high-tech weapons, corporate espionage and extraterrestrial conspiracy. Rare is handing you the Falcon 2 pistol. Are you prepared for perfection?



NP: HOW IT RATES

Intense violence, profanity and disturbingly realistic animation of blood make this game acceptable for mature players only, according to the ESRB.

EXPANSION PAK INFORMATION

FEATURES AVAILABLE	WITHOUT	WITH
Multiplayer Challenges	✓	✓
1 Player (Solo Missions)		✓
1-2P Multiplayer (Combat Simulator)	✓	✓
1-4P Multiplayer (Combat Simulator)		✓
1-2P Cooperative		✓
2P Counter-Operative		✓
Up To Eight Simulants	✓	✓
APPROXIMATE % OF GAME AVAILABLE TO PLAYER	35%	100%

You can play Perfect Dark without an Expansion Pak, but it's a vastly different experience if you have one. You can't even access the solo missions—the core of the game—without the extra memory. Why? When you see the dazzling graphics, you'll understand.

Agent Dark

Name: Joanna Dark

Age: 23 Years
2 Months

Race: Human
(Female)

Profile:

Highly trained but inexperienced. Reactions superb. Proficient with a variety of weapons. Very competent all-around agent. Highest recorded training scores resulted in the creation of a new class of training grade. The embodiment of the Carrington Institute's ideal agent, hence the call sign, 'Perfect Dark.'

Fists of Fury

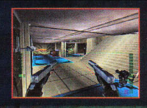
You've got one weapon that never runs out of bullets. On those rare occasions when non-lethal force is required, just switch to Unarmed on your weapons inventory to throw punches. The secondary Disarm function will snatch guns away from enemies.





Weaponry World

Every weapon has a secondary function. In some cases, that function is an extension of its primary function—like the CMP150's multiple targeting mode. In other cases, it turns into an entirely new weapon.





MISSION 1:

Breaking into a secure corporate office building isn't very difficult. Getting back out in one piece is another matter. Find the scientist defector inside and deliver him to the Carrington Institute for interrogation.

dataDyne Central - Defection

A stealthy entry is the first order of business. The rooftop is the only soft spot in dataDyne's security system, so you'll be dropping in for a little visit. Unfortunately, your smooth entry will start getting rough once you get inside the building, where guards abound.





mission objectives

Agent · Special Agent · Perfect Agent

1. Disable the Internal Security Hub
2. Obtain the Keycode Necklace
3. Download Project Files
4. Disable the External Comms Hub
5. Gain Entrance to the Laboratory

You'll Put an Eye Out

The two cameras on the roof allow dataDyne security to keep an eye on things, even though the area is sparsely patrolled. You can hit one of them from the platform halfway down the ramp. The second camera is on a wall near the bottom of the ramp.



Disable Internal Security Systems

MISSION OBJECTIVE

The institute has equipped you with a powerful jamming device called an ECM Mine that emits concentrated electronic white noise. Affix it to the internal security hub just inside the rooftop enclosure. The ECM Mine's effect lasts long enough to get you into the building.



Obtain the Keycode Necklace

MISSION OBJECTIVE

Make short work of the handful of guards on the top floor then buzz yourself into Cassandra De Vries's office. The dataDyne CEO has an all-access pass to the office around her neck. The keycard works only if Cassandra is alive, so knock her out with your fists.





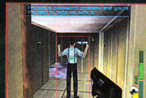


Downloading Project Files

MISSION OBJECTIVE

You'll need more than a keycard to get to sensitive information in the computer system. An unwilling assistant can be found three stories down from the roof. Confront him at gunpoint when he walks out of his office. He'll show you the way to a terminal and log in.







That's No USB Port

If you let your captive momentarily "escape," he'll lead you to a small room with an odd-looking machine gun on the wall. The Laptop Gun is a formidable weapon with a 50-round clip. Its sentry gun function is even more impressive. Use it on the small army waiting in the lobby.



Locate the Comms Hub

In a room off the lobby, a wall-mounted terminal near the floor gives you access to dataDyne's communications system. You may have to do a little searching to find the door, which looks like an ornately decorated wall. It's easy to miss while you are fighting for survival.



Disable the External Comms Hub

MISSION OBJECTIVE

Buy yourself some time by preventing dataDyne security from calling in reinforcements. You'll probably have to fight off enemies as you jam the system with an ECM Mine. Finish this objective quickly then finish the level. The guards will tear you apart if you're too slow.



Gain Entrance to the Laboratory

MISSION OBJECTIVE

Another decorated sliding door in the lobby leads to the laboratory elevator. If all of your other objectives are complete, finishing the level should be a simple matter of eliminating the guards in the room. On Perfect Agent level, however, you may be clinging to life.



dataDyne Research - Investigation

mission objectives

Agent | Special Agent | Perfect Agent

1. Holograph the Radioactive Isotope
2. Start the Security Maintenance Cycle
3. Shut Down the Experiments
4. Obtain Experimental Technologies
5. Locate Dr. Caroll

When you step off the elevator into the basement of the dataDyne building, it will become clear something diabolical is afoot. Several labs are abuzz with secret experiments. Lurking in the shadows, a defecting scientist awaits your arrival.

Sneak to the Stockpile

You can lay your hands on double CMP150s if you make it to the weapons cache before you are detected by security. Hide from the guards, then distract them with the Cam Spy and knock them out from behind. Follow the robot to the maintenance area.






MISSION OBJECTIVE: Holograph the Radioactive Isotope

The institute wants you to take holographic pictures of some radioactive materials in a shielded lab, but the room is far too dangerous for an unprotected agent. Roll out your Cam Spy instead. The remote-controlled robot can easily complete the objective.



MISSION OBJECTIVE: Experimental Item 2: Night Sight

A high-tech variation on night vision goggles, the Night Sight, is the next technology you need to steal. Shoot through one of the panels in a glass case to grab the visor. You don't want to put it on in this level because the abundance of light will overload its systems, but you'll use it later.



MISSION OBJECTIVE: Start the Security Maintenance Cycle

Two terminals near the weapons cache allow you to reprogram the hovering maintenance robots so they will wander through secure areas of the lab. You'll be able to walk through a series of laser beam barriers by staying close to a robot that automatically turns them off as it moves through the passageway.





MISSION OBJECTIVE: Experimental Item 3: Shield Tech

The last experimental item is a high-tech shield that you'll find enemies using throughout the rest of your missions. Unlike the other items, it's not in a large lab, but sitting on a table in a small room. Once you grab it, Objective 4 should be complete.



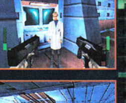
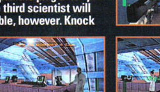
MISSION OBJECTIVE: Experimental Item 1: K-7 Avenger

A moving hydraulic lift in a lab will take you down to a shooting range below. The guard doing the shooting should have his back to you, so target him quickly before he turns around. He'll drop the powerful K-7 Avenger, an assault rifle with a threat detection function.



MISSION OBJECTIVE: Shut Down the Experiments

Scientists and a few guards occupy the active labs, so you'll need to clear the rooms before you can shut down the experiments. In two of the labs, the scientists will pull the plug after you confront them. The third scientist will give you some trouble, however. Knock him out when he sets off the alarm, then turn off the computers yourself.

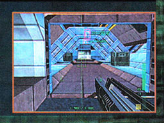
Hack through the Door

Two dataDyne shock troopers are on duty in a room with a locked door. Be careful not to destroy the computer that opens it in the shootout. Your handy Data Uplink will break through the computer's defenses to give you access to the last portion of the lab.



MISSION OBJECTIVE: Locate Dr. Caroll

You'll need to go to the farthest point in the lab to reach the defector. "Dr. Caroll" is an artificial intelligence programmed to tackle complex scientific problems. Use the Threat Detector function on your K7 Avenger to locate the autoguns near his location.



dataDyne Central - Extraction

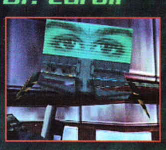
mission objectives

■ Agent ■ Special Agent ■ Perfect Agent

■■■ 1. Access the Foyer Elevator
■ 2. Reactivate the Office Elevator
■■ 3. Destroy dataDyne's Hovercopter
■■■ 4. Defeat Cassandra's Bodyguards
■■■ 5. Rendezvous at the Helipad

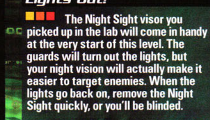
Don't even bother trying to be stealthy on your way out of the dataDyne building. Everyone knows you're there now, and they're gunning for you. Speed is important, since most of the objectives will present themselves to you whether you're looking for them or not.

Dr. Caroll

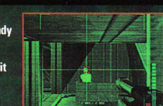


Dr. Caroll will stay by your side throughout this level, offering you helpful comments like, "Are you sure you know what you're doing?" If he takes too many stray bullets, it will prematurely end your mission. Try to stay in front of him when you move through dangerous areas.

Lights Out!



■■■ The Night Sight visor you picked up in the lab will come in handy at the very start of this level. The guards will turn out the lights, but your night vision will actually make it easier to target enemies. When the lights go back on, remove the Night Sight quickly, or you'll be blinded.



Access the Foyer Elevator

MISSION OBJECTIVE

■■■ They've set up a gauntlet of barricades and guards for you to run through on your way back to the roof. Don't leave any of them standing or they'll cut you down before you make it to the more difficult areas of the level. You also shouldn't waste bullets in a shootout—target their heads.



Flying Tormentor

■■ The most dangerous enemy you'll face on this level isn't even inside the building. The pilot of a dataDyne hovercopter has no qualms about turning his coworkers' offices into Swiss cheese if it means ventilating you in the process. He'll blast you if you hesitate near a window.

Reactivate the Office Elevator

MISSION OBJECTIVE

■ It won't help to keep hitting the elevator button—you'll need to find an open computer terminal to activate the office elevator. Fight your way through the offices until you find a desk computer then start hacking. The hovercopter will harass you while you're doing it, so make it snappy.



Rocket to the Roof

■■ Some dataDyne employees will have just finished putting together a Rocket Launcher as you arrive at the top floor. Eliminate the armed guard, grab the launcher and head for the roof. The other two employees may yell and run around, but they won't cause you any trouble.



Eliminate Cassandra's Bodyguards

MISSION OBJECTIVE

■■■ Cassandra's best trained security forces are the statuesque female bodyguards who accompany the CEO everywhere she goes. Their shotguns will do some major damage if they hit you, but if you run and strafe with the CMP150, you should be able to take them out. There are more of them on the covered portion of the rooftop.





Destroy the Hovercopter

MISSION OBJECTIVE

■■ You have only one rocket, so make your shot count. If possible, find a vantage from inside the building to blast the hovercopter. If you can't lure the craft for a shot from the window, you'll need to shoot it from the roof. Use the Lock-On function to target it.



Rendezvous at the Helipad

MISSION OBJECTIVE

■■■ The final objective in this level shouldn't be tough if you've completed all the other objectives. Cassandra is waiting on the helipad where you started. Just get to her in one piece to start a cinema scene. The next time you meet her, she won't make it so easy for you.



MISSION 2:

No one expected Cassandra De Vries to take the theft of Dr. Caroll lightly, but the speed of her response caught everyone at the institute by surprise. Her minions have taken over Daniel Carrington's villa.

Carrington Villa - Hostage One

Daniel Carrington is under guard somewhere inside the villa. You'll need to clear the area of dataDyne gunmen and bring the power back online before you can rescue your boss. You'll need to be fast and precise to complete the objectives.

mission objectives

Agent ■ Special Agent ■ Perfect Agent

1. Save the Negotiator
2. Eliminate the Rooftop Snipers
3. Activate the Wind Generator
4. Locate and Eliminate dataDyne Hackers
5. Capture the dataDyne Guard
6. Rescue Carrington

MISSION OBJECTIVE

Save the Negotiator

On the Agent and Special Agent levels, you'll have to target two gunmen with your Sniper Rifle before they eliminate the negotiator on the dock. On Perfect Agent level, you are the negotiator. Pull up your Laptop Gun on your inventory screen then shoot them quickly.



Rooftop Rifles

You aren't equipped with a Sniper Rifle on the Perfect Agent level, but it sure would be useful to have one. The snipers that you've already taken care of usually drop them on the rooftops. Target the rifles to shoot them off the edge of the building.



MISSION OBJECTIVE

Eliminate the Rooftop Snipers

You may notice the sound of bullets whistling by your head even when there are no enemies in sight. Look up—there are snipers on the rooftops who will take the first available shot at you. Move cautiously around the perimeter of the building to eliminate the threat.





MISSION OBJECTIVE

Activate the Wind Generator

Turning on the wind generator is a three-step process, but the steps are all right next to each other in the villa's basement. Start up the cooling unit and turn on the power in one room then activate the generator in a room down the hall. Be careful where you shoot.







MISSION OBJECTIVE

Capture the dataDyne Guard

In most cases, you'll manage to complete this objective without even thinking about it. There are dozens of dataDyne gunmen running around, so you'll need to deal with them as necessary. Usually the guard you need to subdue is just beyond the dock area.



MISSION OBJECTIVE

Eliminate the dataDyne Hackers

After you get the wind generator started, you'll get an urgent message about hackers upstairs in the villa. They are about to access the institute's confidential systems. You'll have limited time to find them, so make a mental note of the computer terminal locations.

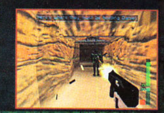




MISSION OBJECTIVE

Rescue Carrington

The institute's patriarch is tied up in the wine cellar among molding bottles of Pinot Noir. They left some of the most tenacious guards on the dataDyne payroll down there to keep him that way. You'll need to keep moving around the wine racks to eliminate them.



MISSION 3:

Institute operatives have discovered that dataDyne is using the G5 building in Chicago as a front for its operations. You need to find a way to get inside so you can gather more information.

Chicago - Stealth

mission objectives

Agent / Special Agent / Perfect Agent

1. Retrieve the Drop Point Equipment
2. Attach the Tracer to the Limousine
3. Prepare Your Escape Route
4. Create a Vehicular Diversion
5. Gain Entry to the G5 Building

The gritty, rain-soaked streets of Chicago are crawling with police, FBI agents and dataDyne guards. You can't defeat all of them, so your best bet is to enter the building as quietly as possible. Try to avoid hitting the innocent civilians as they wander through the crossfire.





First-Round KO

Stealth is the name of the level, but you'll gain nothing by hiding too long at the beginning. Wait for the guard to turn around, then sneak up on him. Either hit or pistol-whip him, but be sure to knock out the civilian, too, before his screaming alerts the police.



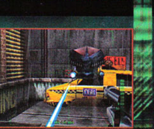
Trenchcoat Trouble

It's important to eliminate the agents in dark trenchcoats quickly—as opposed to civilians in lighter trenchcoats. These eagle-eyed enemies will call in your position to the authorities, sending a small army your way to blast you with magnums and machine guns.



Hovering Horror

Don't even bother trying to destroy the flying security robot. Its shield will protect it against any weapon at your disposal. Avoid it by ducking into alleys when it begins firing, or just try to stay behind it. The robot's machine guns will quickly end your mission.



Sewer Sanctuary

If you make it to the sewers without detection, you'll be in good shape to finish the rest of the mission. Be sure to eliminate the trenchcoat-clad agent first, then finish off the rest of the garden-variety guards. When they're gone, you'll be safe in the sewer.



MISSION OBJECTIVE: Attach the Tracer to the Limousine

The best way to attach the tracer to the limousine is by crawling to the sewer grate beneath it. Pop off the grate with the B Button, then stick the tracer on the undercarriage. You can put it on the back bumper of the car, but you'll risk detection.



MISSION OBJECTIVE: Retrieve the Drop Point Equipment

Another sewer tunnel holds supplies you will need to complete this phase of your mission. It's easy to miss the drop point at the far end of the sewer near one of two exits to the street. Grab the briefcase containing a Reprogrammer and a Remote Mine.



MISSION OBJECTIVE: Create a Vehicular Diversion

A cab parked near your starting point will provide you with a diversion, allowing you to get inside the G5 building undetected. Stand near the cab, then activate your Reprogrammer. It takes several seconds to reprogram, so keep your eyes peeled for enemies.



MISSION OBJECTIVE: Prepare Your Escape Route

Things are bound to get ugly once you're inside the G5 building, so you should set up an easy escape route. One of several bricked-up doorways off the fire escape should do nicely. Plant the Remote Mine on one of the upper-level doorways to open an improvised route.



Delayed Diversion

You'll have a few minutes to kill between reprogramming the taxi and the subsequent diversion. It's a good time to plant the Remote Mine if you haven't already done so. Otherwise, try to lay low in the relative safety of an alleyway. There's no need to keep shooting.



MISSION OBJECTIVE: Gain Entry to the G5 Building

The diversion will give you your chance to slip inside the G5 building. If you try to get inside beforehand, you will fail this objective. You'll enter the building through the parking garage, which is marked by a bright yellow sign. There may be some guards there.



G5 Building - Reconnaissance

mission objectives

Agent | Special Agent | Perfect Agent

1. Disable the Damping Field Generator
2. Deactivate the Laser Grid Systems
3. Photograph the Meeting Conspirators
4. Retrieve the Dr. Caroll Backup from the Safe
5. Exit the Building

Stealth and precision are even more important in the second part of the mission than they were in the first. Sneak through the G5 building until you find the meeting conspirators, then steal a backup version of Dr. Caroll before you escape.

Ghostly Guards

You'll get your first look at cloaking technology in action in the G5 garage entrance. The guards there will continually cloak, uncloak and fire at you until you eliminate them. Use the CMP150's Follow Lock-On to target them when they are cloaks.



Hit the Snooze Button

Take out the guards before they make it to an alarm console. If they trigger the alarm, the conspirators will be alerted and your mission will fail. Try to eliminate one guard by targeting him through a door, then chase down any other guards in the room.



Deactivate the Laser Grid Systems

MISSION OBJECTIVE

When playing Special and Perfect Agents, you'll need to turn off a series of laser barriers before you can access areas critical to the mission. Their switches look very similar to alarm switches, so look at them carefully before you deactivate them.



Disable the Damping Field Generator

MISSION OBJECTIVE

The one objective exclusive to the Perfect Agent level forces you to access the area beneath the ramp you used to enter the main building. You need to deactivate the generator by turning off a computer monitor. Be careful not to shoot vital equipment located there.



Holograph the Meeting Conspirators

MISSION OBJECTIVE

You won't be able to take pictures of the meeting yourself—the ductwork is too narrow to allow access. Use your remote Cam Spy to get a good angle on the action. Once the objective is completed, you'll be treated to a lengthy mid-level cinema scene.



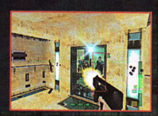




Retrieve the Dr. Caroll Backup from the Safe

MISSION OBJECTIVE

It's easy enough to find the safe upstairs, but safely escaping with its contents can be tricky. Attach the door decoder to the safe, then exit the room. Guards will swarm to the room from all directions. Defend the room from outside until the safe opens.



Exit the Building

MISSION OBJECTIVE

There's no trick to escaping from the building. You just need to find the exit before the guards tear you to pieces. Your health may be low at this point in the mission. Detonate the Remote MIne you planted on the previous level to open a messy doorway.



DARK ON THE HORIZON

As you delve further into Perfect Dark, the purpose of these dangerous missions will come into focus. The missions and environments will become more challenging and spectacular, building to an otherworldly conclusion that will blow you away. There is far more to Perfect Dark than just the solo missions, however. Rare has included a collection of multiplayer options in the Game Pak that is a separate experience in and of itself. Next month, we'll give you an overview of the pulse-pounding, multiplayer melee you can expect from this title.



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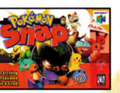
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What Tony Hawk 's Pro Skater is to skateboarding on the N64, Excitebike 64 is to video game motocross. That is to say that it's bruising, beautiful, challenging and huge fun. In every way, Excitebike 64 exceeds expectations and leaves the competition in the dirt.

After our tour of Left Field last June, the development team for Excitebike 64 got down to the sweaty work of turning their baby into the ultimate motocross game. We're happy to report that they succeeded. This month, Power previews the basics, prepping you for the green light when Excitebike 64 launches in May.

Exciting Rides

Season



There's only one way to prove that you're the dominating rider in Excitebike 64 and that's to win all the rounds in the Season Mode. Beginning at the Novice level, you'll compete in three rounds of five races each then move on to Amateur and Pro races. The one-player season covers both realistic indoor tracks and unbelievably extreme outdoor tracks with six riders competing for the trophy.



Riders earn points for placing in the top positions in each race. You'll open tracks as you progress through each Round, then open up the subsequent Rounds and even tougher competition.

Exhibition



When four mud-thirsty riders get together with something to prove, the Exhibition Mode is where they do it. You can thrash your friends on any of the Season tracks or go solo against CPU riders for practice. Even with four windows open, the graphics are smooth and fast. The choppy frame rate of other two-wheelers, such as Jeremy McGrath Supercross 2000, takes them out of the running as multiplayer champs.



Exhibiting your talents isn't just a matter of speed. In Excitebike 64, as in the original game, riders can cut off opponents and send them sliding through the dust.

Time Trials



Excitebike 64 is full of awesome challenges, but none may be greater than challenging yourself for the fastest times on the 20 Season tracks. Each solo run consists of two laps with the clock tallying up your fastest time. You can save a Ghost rider of your race on a Controller Pak, then load it up and race against your Ghost to set an even faster time or let a friend try to beat your Ghost.



Not only is the Time Trial a great challenge, it also helps you learn the intricacies of each course as you better your top times and race against your own Ghost.

The Riders

Jumpin' Jim Rivers



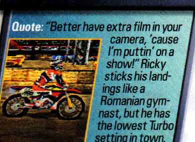
Quote: "It's not whether you win or lose, it's about how high you can fly!" Jumpin' Jim is the most balanced rider. All four of his attributes are dead even.

Sarah "Sugar" Hill



Quote: They call me Sugar, but winning is what's sweet!" Winning may be sweet, but Sugar will fight to the bitter end. Her Cornering attribute is off the chart, but she's weak on Turbo.

"Tricky" Ricky Stern



Quote: "Better have extra film in your camera, 'cause I'm puttin' on a show!" Ricky sticks his landings like a Romanian gymnast, but he has the lowest Turbo setting in town.

Bobby "Big Dog" Malone



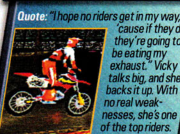
Quote: "The Big Dog's bike is badder than his bark, so I let my riding do the talkin'." Bobby also lets his Turbo do some talking. It's as good as it gets. Too bad he's too big to jump.

Nigel York, "The Duke"



Quote: "Technique, discipline and speed control are the key, and I have all three!" This brash Brit has Turbo and Jumping down, but his Landing and Cornering are nothing to sing about.

Vicky Steele



Quote: "I hope no riders get in my way, 'cause if they do, they're going to be eating my exhaust." Vicky talks big, and she backs it up. With no real weaknesses, she's one of the top riders.

Hold on to That Fender

Most racing games stop with the basic modes—seasons, time trials, and vs.—but Excitebike 64 doesn't even begin heating up until you pop into the Special Tracks menu, where six outrageous additional games are waiting to send you over the red line.

Hill Climb

No other two-wheelin' game has anything comparable to the Hill Climb. It's endurance and skill wrapped into one, and the age-old challenge to become king of the hill. With a bike and a prayer, you'll navigate steep inclines, jump crevasses, stay clear of sheer cliffs, and fight the fickle forces of gravity. After a few humiliating slides, you might settle for being peasant of the speed bump.



The realistic physics model of Excitebike 64 really makes itself felt in this brutal hill climb. The steepness of the slopes can make even the most balanced biker bite the big bump.

Excite 3-D



The original Excitebike was a side-scrolling game with lots of jumps, obstacles, and boost zones on a straight course. Left Field updated the concept by making it 3-D and plugging it into the game as the Excite 3-D Mode. You'll race against CPU riders, dodging soft dirt and speed bumps and steering for boost zones and jump ramps. Since the courses are straight, they're an easier play than the Season races.



The original Excitebike game has been recreated in exacting detail for anyone who doesn't still have an NES hooked up. It's kind of like time travel.

Desert

Desert races are the Iron Man competitions of the motocross world—exhausting, trackless marathons known for being held in extreme heat and getting riders hoplessly lost. In Excitebike 64, you'll head out across the towering dunes to checkpoints marked by bonfires, slipping on the sand and searching for the best route. The Desert course is randomly generated, so each race is unique.



It's hard to maintain a straight line as you charge up the sandy slopes, so reaching the checkpoint fire on the crest of the dune is more challenging than you might think.

Soccer



Imagine an enormous soccer ball in a stadium, and you and your buddies all outfitted with dirt bikes. What are you going to do? Try to score, of course. The Soccer game in Excitebike 64 requires two or four players for head-to-head or team matches. The match is timed as in real soccer, so you just have to score more often than the other team. It's a real bicycle kick.



When you're on a motocross bike, you can't turn on a dime like a real soccer player. Strategy, speed and precise driving are essential skills for playing motosoccer.

The Taste of Dirt

When you fail to nail your landing, what do you suppose happens? That's right, you say hello to the track in a very touching and personal way. The many faces of animated humiliation include tumbling, tipping and flying off your bike into haystacks, trees or whatever happens to be alongside the track. The variety and quality of animation in Excitebike 64 are a couple more reasons to get excited.







Fresh Air

If there's one thing that separates motocross from other motor sports, it's the air. Not the burning rubber or choking fumes, but the sight of a bike soaring through the sky and wheels turning freely, released from the grip of gravity. Excitebike 64 is filled with huge air—jumps that are practically orbital. You'll leap over canyons, trains, rivers and roads. Breathe deep and fly.





Star Tracks

Boldly ride where no one has gone before. Excitebike 64's tracks aren't real. In fact, they're better than any real-world course could ever be, because they combine so many spectacular elements within a single course. With 20 tracks in the Season Mode, plus the Special Tracks Mode, the variety is unequaled by the competition. We've highlighted six of our favorites courses, but all 20 are gems.

Canyon Chasm



The sunbaked Canyon Chasm course on the Silver Round features a mine tunnel and an incredible canyon jump that would make Robbie Knievel turn around and go home.

Lefty's Mill



Lefty's Mill in the Bronze Round mixes asphalt and dirt surfaces on a winding, mountainous track. Riders have to change tactics when they cross from one surface to the next.

Seattle



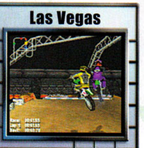
Indoor tracks like the race in Seattle may hold just as many thrills as the larger, outdoor races. In fact, this track is so big that it spills outside into the parking lot.

Congo



Excitebike 64 crosses oceans and continents to bring you the most extreme courses, like this one in the Congo. You'll splash through swollen jungle rivers to the beat of native drums.

Las Vegas



The tight turns and short straightaways of the indoor track in Las Vegas make it an ideal place to drop other riders. If you can't beat 'em with speed, try some other tactic.

Construction Yard



The Construction Yard in the Platinum Round may have the best variety of all of the tracks. Everything from heavy machinery to aqueducts helps build the excitement on this course.

Making Tracks



Custom Tracks



Use jumps, turns and straight pieces to create your dream track on the checkered grid. After finishing the course, name it and save it. It takes up just eight pages on your Controller Pak.

The Edit Mode in the original Excitebike made the NES game stand out from the pack, and the versatility of the Custom Tracks Editor in Excitebike 64 makes it the leader of the Paks for the N64. Players can lay down a wide variety of pieces with ease, move them about in an indoor arena, and even change the look of the tracks, saving the finished design on a Controller Pak. It's the best course editor we've ever seen.



There's even an option to create customized jumps and dips for use in your tracks. You'll set the elevation and angle with a user-friendly, 3-D modeling interface.

The Excitement Builds

It's a long ways from the classic 1985 NES version of Excitebike, but the upcoming Nintendo release of Excitebike 64 brings the franchise firmly into the present. Boasting sweet play control, state-of-the-art graphics, more modes and options than anything in its class, and the biggest fun-factor of any recent racing title, Excitebike 64 is huge. It's great gaming on the edge, and it's almost here.





TO ALL THE LEVELS—AND BEYOND!

By now you've probably seen *Toy Story 2*, the movie, and you'd like to blast off at the speed of light to the last level of Toy Story 2, the game, 'cause you can't wait to give that mean old Prospector the what-for. No problem. At the start screen where you see Buzz Lightyear, use the Control Stick to push Up four times, Down two times, Up two times and Down three times. Then zap! All of the levels will be opened faster than you can say, "To infinity and beyond!"



Want to skip ahead to the showdown with the crotchety old prospector? Use the code and pick your level!

Tom Clancy's RAINBOW SIX™

THE FULL MISSION SPECTRUM

If you have been playing Rainbow Six for a while and you'd like to try out your planning and leadership on some of the later missions, enter one of the following two passwords instead of your password: VZRFTMQ2G8SQ to unlock all of the recruit-level missions or FZJFTMR2G8RQ to unlock all of the veteran-level missions. Of course, you'll have to plan and execute the missions at the level you've chosen, even if you're not ready for the challenge.

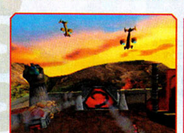


All the veteran missions will be open, even to a rookie. Can you handle the pressure?

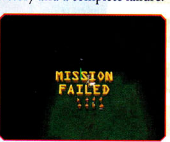


THE BARRACUDA STRIKES AGAIN

In addition to the level-skipping trick we showed you last month, the Barracuda code can make it very easy to take command or be conquered. Enter the Barracuda code on the title screen by pressing B, A, R, R, A, right C, Up, Down and A. Once you're playing a game, a few simple buttons will mean the difference between a victory and a complete failure.



Whoo! Mission Accomplished! And all you had to do was press L, R and Up once the Barracuda code was in effect!



Save your dignity when you're really tanking a mission by pressing L, R and Down to make your mission a failure.

DUKE NUKEM ZERO HOUR

DUKE TESTED, DUKE APPROVED

Plenty of cool modes become available once Duke has met the requirements in certain levels. But forget that loser stuff! Enter these codes to get stuff you can't even earn! Duke would definitely approve. He's that kind of guy. At the opening screen, enter Down, Down, A, Z, Z and A to enable Duke's one-shot-will-do-ya Action Nukem Mode. Entering Down, Up, A, L, R and Z on the opening screen will give you an odd gun that sports unlimited icy blue ammo, while top C, bottom C, left C, right C, L, and R will give you a rifle with unlimited ammo. To snag a shotgun with unlimited ammo, press Up, Down, Left, Right, L and R on the opening screen.



One hit, baby, that's all it takes! Action Nukem can put any alien away with one shot in this mode.

For more top secrets, infiltrate our Code



BIG BIKES CATCHIN' BIG AIR

Can't you just smell the oil smoke in the air? Supercross 2000 is dirt biking in top throttle-twisting form, and it only gets better with these codes. To access the cheat screen, press top C at the Select Event menu. You can enter as many of the codes as you'd like, and you can use several at a time, as long as what they do doesn't overlap. So you couldn't have, say, the big bike code on at the same time as the big riders, small bike code. But if you need big riders, big dirt, moon gravity and the ability to hop all at the same time to keep you happy, you can do it. Keep your Classified Information close to your bike, though—you'll have to reenter the codes every time you turn the game back on.

THAT'S A BIG BIKE, BABY.

Enter B1GB1K3S and gaze in wonder at your new, giant bike. It won't make you a better biker, but it will make you a bigger biker—and in the end, that's all that matters.



RULE THE ROOST

If you want to really see the dirt fly, enter B1GSPR4Y. Then kick up some serious soil right in the face of the competition. Of course, they can send a deluge of dirt your way, too, so watch out.



BIG BOYS

Have a little dirt biking comedy of the big-man-on-a-little-bike kind with the code G14NTS. It's like a clown car, without the clowns. And the car.



MAD HOP SKILLS

Ask any professional motorbiker how he does it, and he will say, "It's all in the hopping, man." You need to hop. Hopping will change the way you look at biking. Hopping is the future! Enter HOP and hop to it with right C.



SLEEPY HOLLOW RACEWAY?

For some reason, programmers can't get enough of the headless players. And Classified Information can't get enough of the codes to unlock them! Enter H34DL3SS to make your noggin-impaired practice rider come to life.



FOR SISSIES ONLY

Well, maybe not. But you can keep yourself from crashing by entering the to-the-point code, N0CR4SH. If you still manage to lose when this code is on, you might want to develop a new interest or two.



GHOST RIDERS

Well, sort of. Take control of the bikes without the riders by entering N0R1D3RS. Ohh! Scary! Where did all the dudes in helmets go? No. really. Guys? I don't want to be alone!



BLOCKING BIKERS

In any normal race, the competition would be trying to get ahead—but they'd also be trying to block your way, too. If you'd like the computer players to make the race harder for you, enter BLOCKM3. They'll block you.



A GIANT LEAP FOR DIRTKIND

It's just one small step to make your racers act as if they were racing on the Moon. Well, except for the part where they can't breathe and it's really cold. Enter MOON for moon gravity.



NFL QUARTERBACK CLUB 2000

HUT ONE, HUT TWO, HUT THREE-CHEAT!

If you're going through pro-football withdrawl, you can bust out the ol' NFL Quarterback Club 2000 Game Pak and give yourself a first-down of fun. Set one of our plays—ahh—codes into motion, to make football the way it's supposed to be: hard to play and entertaining to watch.

CODE	RESULT
DBLDWNS	EIGHT DOWNS INSTEAD OF FOUR
XTRTMS	MORE TEAMS
BTTRFNGRS	VERY EASY TO FUMBLE
STKYBLL	NEVER FUMBLE
FLBBR	SUPER-BOUNCY FOOTBALL
BCHBLL	EXTRA LARGE FOOTBALL
FRRSTGMP	SLOW-MOTION GAMEPLAY
MRSHMLLW	CHUNKY PLAYERS
TTHPCK	THIN PLAYERS
BGMNY	BIG COIN AT COIN TOSS
HSPTL	PLAYERS ARE EASILY INJURED
RGBY	RUGBY MODE
PWRPYLNS	HUGE PYLONS
RCQTBLL	RACQUETBALL MODE
SLPNSLD	SLICK PLAYING FIELD
HSNFR	SMOKING FOOTBALL



THE RAYMAN COMETH

And he bringeth 98 lives. Rayman for Game Boy is one tough little platform game, and when the challenge gets to be too great, you may want to set yourself up with 99 of the armless, legless, neckless wonder of the 20th century. To fill your energy meter, press B, Right, A, Up, B, Left, A, Down, B and Right. For access to the world map, which lets you choose which level to play, enter A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down and A. To give your lil' Rayman all the powers he can muster, press Right, Left, Up, Down, A, Up, Up, Down, B, Right, Right, Left, Left and A. To see the credits, hit B, A, B, A, A, B, A, A, B, A, A, A, A, A then A.



99 RAYMEN ON THE WALL

Start a game, pause it, then enter A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left to B and suddenly have 99 lives to live. Take one down, pass it around, 98 Raymen left. Take one down, pass it around...

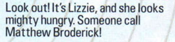




MO' MONSTERS, MO' PROBLEMS

Unleash the beasts within the Rampage 2: Universal Tour Game Boy game with these blood-curdling codes of destruction. If you'd like to play as the great ape George, enter the password SM14N1230. To send the gargantuan green gal Lizzie into action, enter S4VRS4560. For the ravenously wretched Ralph, your code is LVPVS7890. Finally, for the malevolent monstrosity known as Myukus, enter NoT3T33210. You'll have a stable of monsters that would make any mad scientist proud!




Look out! It's Lizzie, and she looks mighty hungry. Someone call Matthew Broderick!



George knows a thing or two about stomping cities. Why wait to unlock him? You have the code!

Your secret's safe with us. Send your codes to

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER

NBA Showtime: NBA on NBC

CLOWNING AROUND THE COURTS

It's showtime for some new courts and hidden players in NBA Showtime: NBA on NBC. To access the hidden courts, enter their codes after you've selected a team and your players. To find the hidden players, go to the Enter Initials screen and enter the codes as the initials and pin numbers.



Crispy the clown's basketball prowess is no joke. Enter the name CRISPY and the pin 2084 for some serious clown-style ball.

COURT OR PLAYER	CODE
PLAY ON TEAM ONE'S HOME COURT	↑ + Z
PLAY ON TEAM TWO'S HOME COURT	↓ + Z
STREET COURT	L + Z
ISLAND COURT	R + Z
MIDWAY COURT	↑ + A + B
NBC COURT	↓ + A + B
KERRI	KERRI 0200
LIA	LIA 0712
RETRO ROB	RETRO 1970
WHITE HORSE	HORSE 1966
SMALL ALIEN	SMALLS 0856
LARGE ALIEN	BIGGY 0958
NIKKO THE DEVIL DOG	NIKKO 6666
OLD MAN	OLD MAN 2001
PUMPKIN	JACKO 1031
WIZARD	THEWIZ 1136
REFEREE	THEREF 7777
ISIAH THOMAS	THOMAS 1111

Top Gear Rally 2

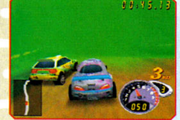
SILLY CODES RALLY TO THE TOP

None of these codes will improve your Top Gear Rally 2 scores, but they will give the game an infusion of humor. Enter any of the codes at the title screen, which will acknowledge that you've entered it correctly. One important warning from the code tester—don't use the spinning world code right after you eat a big meal. It's not pretty.

DESCRIPTION	BUTTON SEQUENCE
TOXIC WASTE DUMP	▶, ▶, R, L, ↑
SPINNING WORLD	R, ▶, R, ↑, →
REAL HILLS	L, Z, ←, ↑, START
SHADOW RACER	▲, Z, →, ↑, Z
TALL CAR	◀, Z, START, ←, ↓
LONG CAR	▶, ▶, →, ←, ←
NO TIRES	R, ▶, R, ↓, ↓
TIRES ONLY	▼, Z, →, ←, →
MONSTER TIRES	▶, ▶, →, ↓, ↑
CYLINDER TIRES	▲, Z, →, ↓, →

WASTELAND

This is what racing is like at toxic waste dumps, where it's all glowy and green, and it's very hard to see where you're going. You won't, however, glow in the dark after racing this course. Probably.

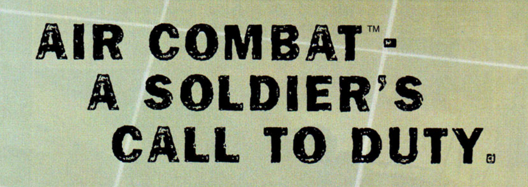


SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

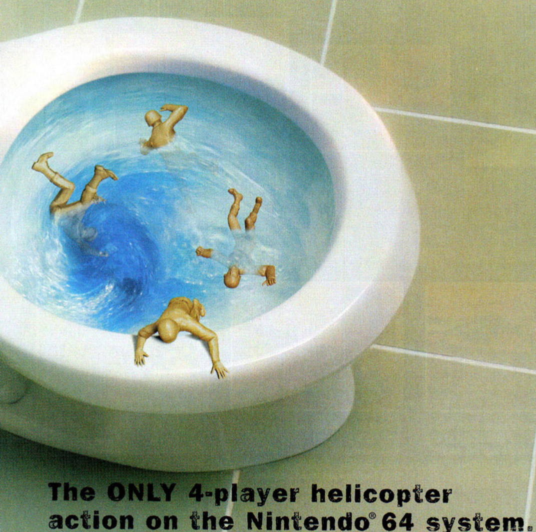
classified@nintendo.com or to the snail mail address above.



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BATTLE ZONE
RISE OF THE BLACK DOGS™

Don't expect a retread of Atari's classic arcade tank game. This year's ambitious model goes beyond the previous call of duty by setting its sights on strategy and resource management. Who knew blowing things up could be so complex?



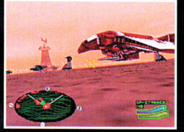
EVERYONE E CONTENT RATED BY ESRB

THAT '70S WAR

Before glasnost, there was the Cold War and an arcade game named Battlezone. Much has changed since those years, including Battlezone, a 20-year-old tank shoot-'em-up that has evolved into a four-player, armored fragfest and tactical warfare game that rewrites the book on the US and Soviet Space Race.



Crave's Battlezone for N64 is based on Activision's PC game and bears little resemblance to the Atari classic except for its Arcade Mode, which is pure mechanized warfare.



Battlezone veers away from its established steer-and-shoot setup with 35 objective-based missions. The gung-ho way to conquer them is in Pilot Mode.



For strategy fans, aspiring Rommels and Pattons can micromanage the 35 missions in the more complex Commander Mode that enables players to set up bases and bark orders.



Battlezone's multiplayer features accommodate up to two players in a special Strategy Mode, while its Deathmatch and Racing Modes open the field to four players.

TANKS FOR THE ENEMIES

Bio-metal was the real reason the US and USSR were engaged in the Space Race. The precious extraterrestrial resource could tip the balance of world power during the Cold War, so astronauts and cosmonauts harvested it from moons and distant planets with a fleet of armored vehicles.

NSDF UNITS

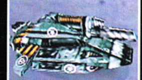
Scout (Razor)

If you play as the US team, or NSDF, you'll undertake 17 missions and command specialized vehicles. Each plays a different role, like the Razor, your scout and the recon tank.



Assault Tank (Grizzly)

Unlike the Razor, the Grizzly is heavily armed. The tank has above-average speed, armor and power, so rely on the assault vehicle often—especially for offensive maneuvers.



Missile Tank (Wolverine)

If you'd rather strike using missiles, send in the Wolverine, an assault tank that has a bit more driving power and heavier (but sluggish) firepower than the Grizzly.



Light Tank (Bobcat)

What the Bobcat lacks in power, it makes up for in speed. But as fast as it is, its basic firepower makes it more suitable for quick strikes than long, heated battles.



Bomber (Thunderbolt)

The rugged Thunderbolt sports the maximum power for vehicles. The trade-off is that you'll have to settle for being able to fire only one type of weapon—a rocket.



Walker (Sasquatch)

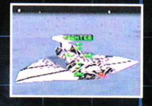
The lumbering Sasquatch is an adequately armed two-legged vehicle. It's the slowest of the bunch, but at least its superior armor will protect it on assault runs (or walks).



C.C.A. UNITS

Scout (Flanker)

If you play as the Soviets, or CCA, you'll have a Russian counterpart for every US vehicle. The Flanker fits the bill for scouts—fast-moving and armed with rapid-fire weaponry.



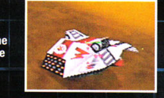
Assault Tank (Czar)

The Russian assault tank is the Czar, a high-powered tank with average armor. Its weapons are comparable to the Grizzly, and it's reliable for most operations.



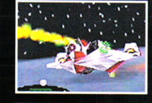
Missile Tank (Tusker)

The Tusker is the Soviet equivalent of the US Wolverine. If you're playing one of the eight unique Russian missions, you'll be wise to wheel it out often.



Light Tank (Stoli)

Light tanks are best for hit-and-run attacks. The Stoli is the Russian light tank, and its blazing speed and firepower make it perfect for patrolling your base.



Bomber (Grendel)

When you need to attack a base and buildings, bomber vehicles will get the job done. The Grendel is quick, and its armament packs a devastating punch.



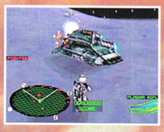
Walker (Golem)

By far the most powerful and heavily armed vehicle in the game, the Golem plods at a reluctant pace. As long as speed isn't an issue, the Golem can stomp its way to victory.



HOWLING AT THE MOON

The NSDF and CCA aren't the only teams you can select. The game's third team of armored vehicles is known as the Black Dogs, and it, too, has its own unique set of missions. If you play as this US faction, you'll have ten offensive missions to strategize.



The Black Dogs are part of a US task force that uses guerilla tactics and the same vehicles as the NSDF, but they've outfitted their units with different weapons.



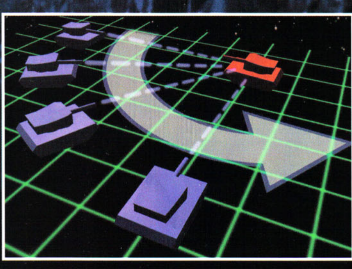
DON'T TREAD ON ME

You'll be on the move a lot more than you ever were in the original Battlezone. In the N64 version, the enemy, whether it's the US or the Soviets, constantly closes in or makes decisive moves. To command a surefire counterstrike, refer to the four basic maneuvers diagrammed below.

RING OF FIRE

Like a vulture, circle around your prey. The blue tank represents you, and the gray arrow shows the recommended path. When faced with a foe, fire away and keep it targeted as you sweep out of its sights. To stop abruptly, hit the C Button that corresponds with the opposite direction of your current path.

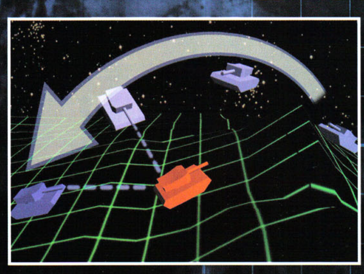




INTO THIN AIR

Everywhere you tread, the gravity is low, so you can glide off ridges and over enemies on lower ground. Press R to activate your boosters as you catch air, then spin around so you touch down facing your enemy's backside. With your rival's weak spot in your crosshairs, you can land a few hits without retaliation.

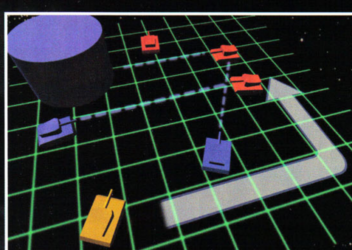




CAUGHT IN THE CROSSFIRE

Your fellow tank pilots will attack enemies automatically. Since they can fight for themselves, avoid driving into their line of sight. All fire, friendly or not, is damaging. The yellow tank below represents you, and the arrow points out the best way to avoid interfering with teammates and tangling with crossfire.

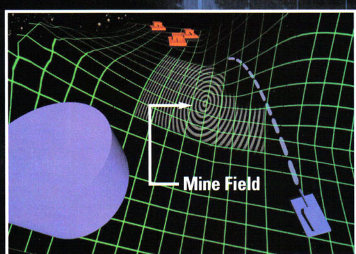




PREEMPTIVE STRIKE

Enemy forces usually travel in valleys. If the terrain corrals an enemy wave into a predictable path, cut it off at the pass by launching mortars or leaving mines along its route. At the very least, your trap will weaken the incoming forces—an effective method for handling walkers.





THE SEA OF HOSTILITY

So all the while people were thinking the Space Race was about exploration, it was really about, as Battlezone's story goes, a deep-space struggle for military superiority. You'll have four categories of weapons to unleash in those war-torn heavens. And maybe that's why the moon has so many craters...

CANNONS

Every tank has a cannon, but each spits out different firepower. The Stabber is the standard cannon that will penetrate the armor of mobile forces, while the quick-firing Minigun and Chaingun will work better against smaller or stationary targets.



MORTARS

Mortars are explosive shells. In the case of the MDM, you can detonate it manually by hitting Z or you can wait for an enemy to run over it. You can leave behind only one active MDM at a time, since selecting a new weapon will detonate it.



MISSILES

When you have time to aim, launch a missile. More powerful than your cannon, missiles, which include Hornets and Sand Bags, should be aimed with care since they're scarce, travel slowly and must lock on to your targets to nail them.



COUNTERS

Counters are mines or any other weapons that you use as preventative measures. By using the Thumper countermeasure, you'll send a shockwave rippling across the ground to knock out enemies or turrets temporarily.

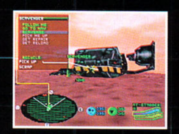


MISSION CONTROL

Battlezone isn't all about piloting different armored vehicles. You'll also command some unarmed units that will help maintain your base and defenses. While you can't pilot them yourself, you can have them do your bidding by pressing Right on the Control Pad to bring up your command menu.

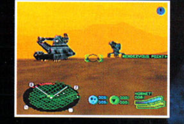
SOME ASSEMBLY REQUIRED

Commander Mode is the main mode of play. The missions are the same as those in Pilot Mode, except you must oversee the building of your defenses and "hunters and gatherers." Your gatherers are the Scavengers that find the scrap that make up your assault vehicles. Manufacture Scavengers first, so you can build up your offense.



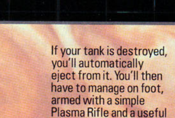
SAFE AS HOUSES

You must establish a base in Commander Mode. Geysers power your Recyclers, which in turn can churn out a Factory and other elements crucial to maintaining a base. Once you've settled somewhere, build Turrets and surround your base with them to keep your operation running.

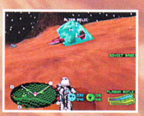


ONE SMALL STEP FOR MAN

Vehicular assault is only one way of waging war. You can also eject from your ride to attack on foot. Press the L Button to get out of a vehicle, but avoid doing it while on the move or you'll get hung up in the air by momentum and low gravity.



If your tank is destroyed, you'll automatically eject from it. You'll then have to manage on foot, armed with a simple Plasma Rifle and a useful three-shot Sniper Rifle.



Only by using your Sniper Rifle can you commandeer an enemy vehicle. If you nail the target box that the sniper scope reveals on enemy craft, you'll defeat its driver.



FOLLOW THE LEADER



After you've built attack vehicles, you can order them to follow you into battle. When you reach a threat, your CPU-controlled vehicles will spring into action.

APPLE PIE IN THE SKY

Battlezone is all about a covert cosmic operation that the government went to great lengths to cover up, so far be it from us to reveal the whole thing. Instead, we'll trickle out tactics and strategies for only about 40% of the game's missions. First up are some solutions to the trouble spots in the US missions.

MISSION 4: UN-EXPLAINED CONNECTION

In the fourth US mission, the NSDF discovers an alien settlement built around the Martian volcano, the Olympus Mons. Aliens fortified the volcano and lined the valleys with mines, so chances are they were protecting something of great value.



Begin by setting up a base. Steer clear of the mine-laden gullies when escorting your Recycler to its geyser power source. Once you find one, begin manufacturing Turrets to protect your HQ.



Investigate the Lemnos Bio-Metal Factory inside the volcano. Battle the Soviets to prevent them from infiltrating the crater, and use your Armory to get the ammo and supplies you need.



You must hold down the fort at the volcano, so call in the Turrets at your base then station them around the crater to fend off the incoming Russkies until reinforcements arrive.

MISSION 6: BEHIND ENEMY LINES

In mission 6, you must sneak into the CCA base—and you'll be going in well prepared. Engineering has rigged your ride with Shadower and Thermal Hornet Missiles. Press and hold Z to lock on to a target, then release it when your crosshairs turn red.



After you rendezvous with Lieutenant Eldridge, home in on the Nav Beacon to lead him to the Soviet Outpost. Once inside, eject and snipe an enemy tank to commandeer it.



Destroy the generator near the entrance of the outpost to disable the two gun towers that protect the entry. Once they're down, order your two tanks to destroy them and attack the base.



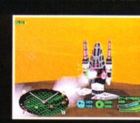
To destroy the enemy Recycler, return to your base and crank out an attack force. With them at your side, you'll be able to take out the rival Recycler and turn it into scrap.

MISSION 8: WRANGLING THE FLEEING HERD

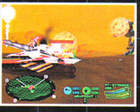
A Soviet convoy is transporting the relic to a launch pad, so you must capture the convoy and secure the artifact. Now with walkers of your own, you'll be able to strike with power similar to that of the Soviet walkers introduced in the previous mission.



When you reach the first Nav Beacon, a second beacon will be planted to guide you to the alien relic. The site is beyond some jagged peaks, so pulse your jump jets to clear the valleys.



At the beacon, cruise to the northwest to use one of the mountainsides as a ramp so you can boost to the gun units at the summit. Destroy all six of them to secure the area.



Once you've destroyed the Soviet artillery units, your base will be safe to pump out a sizable attack force. You'll need to bring in the big guns to intercept the convoy successfully.

MISSION 9: THE RACE IS ON

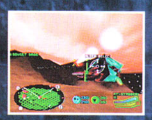
When alien records reveal a superweapon known as Fury, the NSDF pulls up stakes and ventures to the Jovian moon Io in search of it. Armed with a Flash Cannon, you must locate the Fury relic hidden on Io so a Tug can transport it to the base for analysis.



You have no time to lose. Right off the bat, direct your Recycler to a geyser so it can build a Factory. Plug your Factory into another geyser, then order it to build a Tug.



Lava flows across your path to the alien relic. Hover over the hot stuff to spare your armor and call in more tanks to follow you and your tag-along Tug as you close in on the Fury.



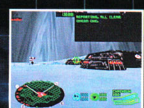
Though the CCA will snatch the relic, your backup tanks will roll onto the scene to battle the Russian escorts, freeing you to focus on sniping and commandeering the Russian Tug.

MISSION 11: FLYING SOLO

In the 11th mission, you'll go solo to infiltrate the Soviet base so the NSDF can download info on the CCA's ship movements. To pull it off, you must go undercover, so you'll have to hijack a Soviet vehicle and follow the patrol route to the Comm Tower.



Follow the flatlands to the first Checkpoint. When you're about 500 meters away from the Checkpoint, cruise up a hill and ditch your ride, then snipe the passing Soviet vehicle.



Once aboard your Soviet vehicle, you must act like a Soviet. Follow their patrol route and other fliers if you get lost. If you wander off too many times, they'll catch on to you.



At the Comm Tower, you'll begin receiving Soviet radio chatter. Ignore it and hang around the site for a minute so Engineering will have a chance to tap into its info, then escape.

MISSION 13: THE THREE BEACONS

By the time your troops reach the calls for help on Titan, only three distress signals will remain. Set up a base and begin scavenging materials for an attack force. Create a rescue team, then send it to the Nav sites while you tend to your base.



Build a Factory, then put your Recycler to work building Scavengers and Turrets. Manufacture an APC and tank, then send them to investigate the beacons at Rescues 1 and 2.



Stay behind to protect your base with the tanks you're cranking out, then escort the rescue party to the third distress call, since it is dangerously close to the Soviet base.



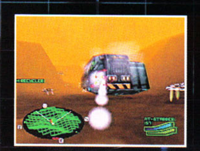
Once you've rescued all of the endangered NSDF troops, it'll be the Soviets who'll be making the distress calls, since their alien weaponry will take a turn for the worse.

THE PEOPLE'S MOON

In the interest of equal time, Battlezone allows you to play both sides of the Cold War. Playing as a Soviet Commander, you'll have the CCA units at your disposal. The vehicles won't seem foreign, since they're similar to the US units. The main difference you'll encounter will be eight new missions.

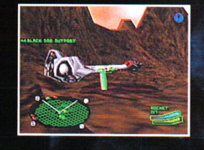
MISSION 1: THE GOLEM AMBUSH

In the first Soviet mission, you must plan an ambush to stop the American convoy and destroy its Recycler. Let your CPU forces battle the convoy as it travels through the pass while you and your Turrets seal off the entrance to prevent a US retreat.



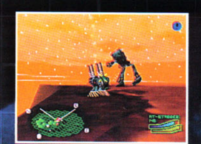
MISSION 3: THE EVIL BATTALION

As you lead your squadron to destroy the enemy Recycler and free up the 6th Battalion, you'll be alerted that you're in Black Dog territory. When you learn of the enemy patrol's proximity, avoid detection and seek safety by ordering all of your units to lie low in the crater.



MISSION 5: CONTROL THE HIGH GROUND

Though the CCA has a secure base on Titan, the Black Dogs still pose a threat with their frequent bombings. Eliminate that threat by destroying the howitzers first and the walker last. Attack the Black Dog Sasquatch from behind to exploit its weak spot.



MISSION 7: RECLAIM OUR BASE

The Black Dogs have overrun the CCA's northern outpost. To liberate the base, you must free your comrades who have been imprisoned in their own jail. Park your APC as close to jail as you can so the fleeing prisoners will have less of a chance of being caught in crossfire.



THE DOGS OF WAR

The Black Dogs are US space cowboys with commando ways, so the ten missions you'll undertake as their commander will be fairly heated. Though you'll use US units, you'll soon uncover an alliance between the Soviets and Americans that could leave the Black Dogs in the cold in a chilling Cold War twist.

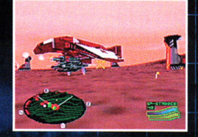
MISSION 2: PREPARATIONS

Mission 2 emphasizes defense. Protect your base at all costs. Walkers will be the main threat, but mortars should weaken them, so bomb their path. After your explosives soften the walkers up a bit, swing around to their backsides to blast them from behind.



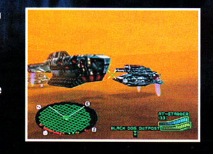
MISSION 4: THE MAMMOTH PROJECT

Stealing the Soviets' Mammoth tank prototype is your top priority. You won't have much of a chance of commandeering the vehicle if you waste your time inside the CCA base. Instead, stake out an overlooking plateau and snipe the Mammoth as your tanks cover your back.



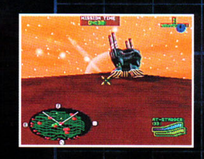
MISSION 6: EVACUATE VENUS

With your Venusian outpost in ruins, you must flee the scene. Evacuate your remaining troops and cover them with all the firepower you've got. You'll need to save your more potent weaponry for the bigger enemies, so resort to your Minigun to take out smaller fighters.



MISSION 8: THE SILENCERS

Before you can contact your moon base to order an evacuation, you must destroy the Soviet Comm Towers that are jamming your signals. Cruise on top of the ridges to take your shots at the defending howitzers, then disable the towers once the coast is clear.



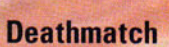
THE COLD WAR HEATS UP

It takes more than one person to fight a war, so Battlezone features a Multiplayer Mode that allows up to four players to engage in tank competitions. All first-person vehicles are available for use, so you can mix things up by pitting agile tanks against clumsy walkers.

Race Mode

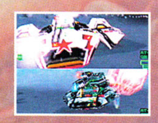
Tanks aren't known for speed, but you can put them to the test in Race Mode. Since there's no track, you must zip from Nav to Nav while using your firearms to trip up your opponents.





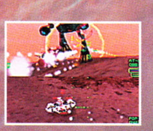
Deathmatch

Deathmatch is the traditional split-screen frag match. Like in the other Multiplayer Modes, you'll be able to battle on the planet or moon of your choice.



Strategic Mode

Strategic Mode is a variation of the Deathmatch, except that you assemble a team of three CPU-controlled vehicles that will cover you as you take on your rival's teams.



SATELLITE TRANSMISSION

Since you call the shots from within your first-person cockpit, Battlezone manages to fuse arcade elements with strategy and tactical planning games. The end result is an ambitious take on war games, making Rise of the Black Dogs a game that's more than just a slick, modern version of its arcade predecessor.


ARMY MEN™
AIR COMBAT™

THE FEW, THE PROU

LISTEN UP, TANNIES! OUR TAN PLASTIC WAY OF LIFE IS BEING THREATENED BY THE OLIVE MENACE OF THE GREEN ARMY! THE TAN ARMY NEEDS YOU TO HELP KEEP THE TAN WORLD AND OUR FOOTHOLD IN THE HUMAN WORLD SAFE FROM THE GREEN CURSE CREEPING OUR WAY. I, GENERAL PLASTRO, WANT YOU TO HELP OUR CAUSE. THINK OF THE YOUNG TANNIES, JUST HOME FROM THE TOY STORE, THE PRICE TAG STILL VISIBLE...DON'T LET THESE FRESH TAN MINDS BE SPOILED BY THE DISGUSTINGLY HONEST GREEN ARMY. BETTER YET—THINK OF WHAT WILL HAPPEN TO YOU IF YOU DON'T HELP ME WITH MY CAUSE. YOU ARE NOW OFFICIALLY RECRUITS, ONE AND ALL!



In the quest for world domination, stakes have been raised.

THE GREEN THREAT

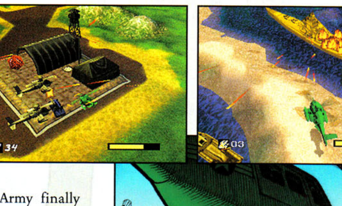
As you know, we've been sworn enemies of the Green Army since the dawn of plastic time, and still there is no clear winner in this ongoing war. In this age of Air Combat, we face new challenges from the Green Scourge. Our sneaky Tan Recon Squad dipped itself in green paint to infiltrate the Green Army and get this information to us. Many Tan Troops were melted and stained in the process of obtaining this insider info. So pay attention!

CHOPPER CHEATING

Our Tan Recon Squad reports that the Green Army has four fine helicopters brimming with all kinds of weapons—we're talking missiles, swarm missiles, guided missiles, machine guns, flares and napalm, soldiers. The helicopters break down like this:

Huey: You'll need to work hard to catch this 'copter. It moves quickly and will easily outmaneuver attacks—unless it's carrying something heavy. We believe this is the first flying machine the Green Army will use against us.

Chinook: The Chinook is a much easier target, troops. Unfortunately, it's loaded with weapons and armor to keep it safe. It's slow but steady and can carry large loads. It's a step up from the Huey, but those Green rascals won't have the Chinook ready in time for the early confrontations.

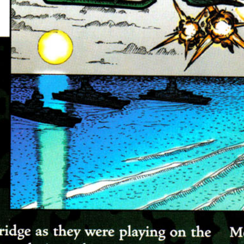


Super Stallion: Fast and powerful, this is one chopper you have to fear. They won't be using this machine until later in the battle, but once they do, we've got to strike back with stronger attacks.

Apache: When the Green Army finally brings this chopper into battle, beware. It is fast, has plenty of weapons and armor, and can carry huge loads with ease. This is the top of the line, Tannies.

DEVELOPER'S DISPATCH

Nintendo Power spent a day at 3DO to find out who was behind all this Army Men: Air Combat action. The crew at 3DO definitely goes beyond the call of duty for its games. It's obvious that 3DO is very devoted to the Army Men line of games and making those games is serious business, even if some not-so-serious people are working on the games. Everyone admitted to playing with Army Men when they were growing up (okay, who didn't play with Army Men?) but some still dabble in plastics. "You try to remember all the crazy stuff you did as a kid with the Army Men," Senior Director Kudo Tsunoda says. "Then one day you find yourself in the 3DO parking lot at 2 a.m. with a pile of Army Men and some bottle rockets, just to see what will happen. The security guards were not amused."



It's this timeless appeal of the Army Men toys, the developers agree, that makes playing with virtual, video game versions so much fun. "People have their memories of all the toys piling up under the fridge as they were playing on the floor...and you're always wondering when your memories will finally make it into the game." Daryl Allison, Lead Designer, says. Lead Programmer Pat MacKellar adds "No matter who you talk to about it, every gamer has some idea of what we should do. They always have something we should put in the next one, and that tells me...they're into the (Army

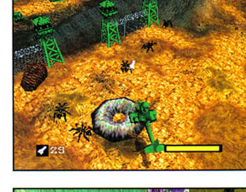
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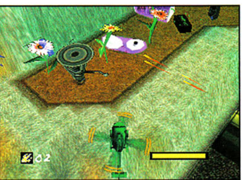
D, THE TAN



'Copter Capers

Our Tan Recon Squad has learned that each and every helicopter has a winch attached to it that can pick up items and drop them right where they can do the most damage. Be especially wary of this tactic. Those tricky Green gremlins will try to drop heavy items right on top of our bases, troops or tanks, and they may even try to use these items to lure those horrible giant insects our way. Those insects have no loyalty, though, troops—we should be able to use them against the Green Army if we plan accordingly. When you see a Green Helicopter set off its flares, watch out—it will bring in the paratroopers, crazy Green kamikazes that will pull the M80s from their backs and attack the nearest Tan unit.





Each helicopter has a winch that can move objects around. Make sure they don't drop in on you.



The sky will be Tan as we take to the air to defeat the Green Army.



Tan Plastic Plots

We have decided that this war will be won or lost in 16 campaigns. We have just enough resources to carry us through that number of battles, even if things go horribly wrong for us—and things had better not go horribly wrong for us. We've been stockpiling plastic for months to get ready for this war, troops. We've even been recycling deserters. We mean business!



War Zones

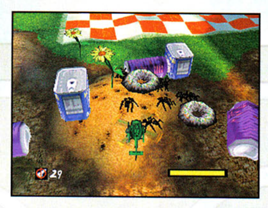
We've got to send those Green wastes of good plastic back to the bargain bin, Tannies. I am about to put some serious plans in motion to launch an attack against six critical Green strongholds: the Beach, the Campground, the Backyard, the Playground and the elusive Arctic and Alpine areas. Each has its own special challenges, for both our side and the gruesome Green side.

The Portals that opened the door between our all-plastic world and the bizarre world of giant

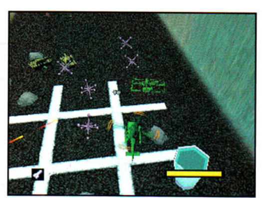


n) world, they're in the fantasy and they're trying, some-
v, to live it." Mike Simpson, Director, also thinks that
his is a universe in which, just like with Army Men,
one can pick up a Controller and start to play the game
nediately. We're aiming at the same ease-of-use as the real
stic army men." The game designers strengthen the Army
n games by building in hidden features—fun codes, Easter Eggs and the like—that they know gamers are after. "It's like a secret that you know, and you can go tell your friends about it," Simpson says, "I think that's one of those game-within-a-game things that when done well can be very powerful." The developers didn't promise that there would be secrets to uncover in this game, but there will probably be something packed in for the secret-loving masses.

Army Men: Air Combat is a new way of looking at the Army Men universe. Players control a helicopter, not a green plastic character, and while you can simply blast your way through many of the levels, you can also think about strategic ways of winning the war. Look for Air Combat to land this summer.







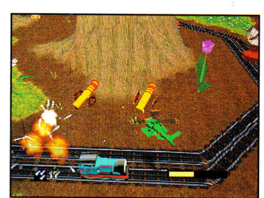
insects, mammoth picnic food and enormous flowers will once again give us the upper hand in dealing with the Green plastic blight. I will take special delight in yanking those flimsy plastic pretenders through the portals and back again—it's sure to confuse them, and we can take advantage of that!

RECON RUMORS

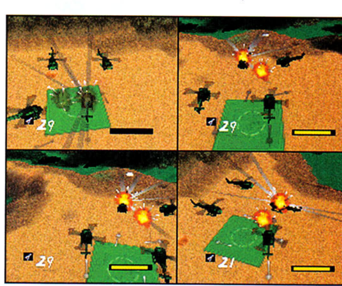
Some very confused and green-streaked members of the Tan Recon Squad came back to Tan HQ terrified, muttering something about two helicopters practicing missions where they work together against our superior Tan plastic defense. We will have to take this under consideration—if two Helicopters can cooperate against us, we'll just have to be twice as tough. Recon also heard rumors of special head-to-head scenarios code-named "Flag Nab-It," "Bug Hunt," "Food Fight" and "Air Rescue" that the Green Army is working on in the event that our side enters the air with our own helicopters. How did they know we were working on our own Air Combat force? I know this is a lot for you to remember, recruits. But you'll have some time to train for our campaign, which should start in June. We have a lot to prepare for—four helicopters, 16 missions and this head-to-head business. This is it. The big one. Stay alert, my little Tan soldiers, and all things Tan will take their rightful place at the top of the toybox!

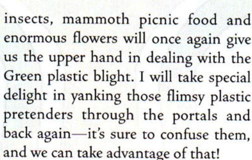


Our state-of-the-art crayon cannons will color the Green Army defeated!



The creeping Green blight will try to cut off our resources. We must destroy them!









ARMY MEN™
AIR COMBAT™


SC


3DO™
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NINTENDO POWER®



REDLINE
www.redlinebicycles.com/npower.asp
CPSC Equipment included but not shown. Always wear a helmet. PHOTO IKE TAYLOR.
Joystick Not Included.
SINGLE X
Built to tear up the dirt or the street.
Monocoque type frame > REDLINE® Monster Fork > REDLINE® Trail bars > Big Block crank > Alex 7X rims > Dirt Dog Saddle > REDLINE® Platform pedals.
Proline Team > Made to race BMX.
C-Note > Cool for Vert, Ramp, or Street.
Signature Pro > AA Pro John Purse's ride.
RL380 > Designated for runs to 7-11.
Official Team CoSponsors
ALEXRIMS
TIOGA
KOOL STOP
ATi
FLICK TRIX
SHIMANO



For wrestling fans attracted by the hardcore alternative, Acclaim delivers a wildly ambitious simulation that captures the brutal nature of Extreme Championship Wrestling while adding an astonishing array of features.



NP: HOW IT RATES

ECW Hardcore Revolution is rated Mature (M) for intense violence, including brutal, bloody fighting. This game is not intended for anyone under 17.

EXTREME CHAMPIONSHIP WRESTLING

The world of professional wrestling never seems to be too shocking, bloody or extreme for its fans, and because of that, the ECW foundation prides itself on offering the wildest entertainment available. Much of the madness is depicted in Hardcore Revolution for the N64. For example, you may find yourself in a ring surrounded by barbed wire or caught in a deathmatch, beating your opponent's head with a tire rim. Its extreme violence aside, this title features more than 15 different match types and Create-a-Player and Career Modes. While Hardcore Revolution is very similar to Acclaim's WWF Attitude, the ECW label makes it a unique addition to the N64 wrestling library.



MODES LIKE YOU'VE NEVER SEEN

The variety of options in Hardcore Revolution is almost overwhelming. There are 15 different matches, including Battle Royal and Three Way Dance, as well as unique modes such as Eight-Man Tag. You can modify each arena to include a cage, weapons or other features. In addition, you can customize your own wrestler, arena or Pay-Per-View event.

EXHIBITION

Before embarking on a new career or entering a tournament, get your feet wet in the Exhibition Mode. Select one of 15 different matches and then choose additional modifiers such as barbed wire or street fight.

Three's a Crowd

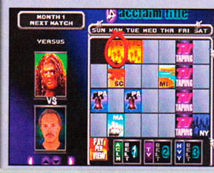


Three's a crowd, but four is just perfect. For more action, try the Tornado Mode, where four wrestlers compete in a two-on-two match, or Lumberjack, where one teammate circles the ring searching for the best way to whack the opposing player.

CAREER MODE

The Career Mode alone could keep you busy for a long time. Starting as a rookie, you'll tour around the country, hoping to raise your ranking for a shot at the ECW title.

Hit the Road



You'll start out playing matches in half-empty stadiums, trying to improve your ranking. Eventually you'll be invited to Pay-Per-View events for a shot at the first belt. There are three titles to win, including the ECW Heavyweight Title.

TOURNAMENT

Having a party? Tournament Mode is the best way to get as many people involved as possible. Up to eight human players can compete in the single-elimination play-offs by choosing any of the available wrestlers.

The Elite Eight



When setting up a tournament, you can still select different match options, modifiers and arenas. If playing with computer-controlled wrestlers, you can easily simulate their matches to speed up the play of the tournament.

PAY-PER-VIEW

For a night of excitement, you can recreate some of the televised matches of the past or design an entirely new lineup in your own Pay-Per-View event. You must have a Controller Pak to access this feature of the game.

It's Your Show



Not only can you name the event and select your own predesigned arena, but you will have to choose what type of match will take place for each competition in the show. The final step is to pick which wrestlers will make up the card.

CREATE WRESTLER

This feature of the game has an unbelievable amount of detail and control over customization. First, you will design your own wrestler all the way down to the lettering on each individual item of clothing. Once you're satisfied with the physical appearance of your wrestler, you can modify his or her playing attributes and signature moves. Finally, you'll select a theme song, entrance style, fighting moves and run-in partner.

A Star Is Born



You can change the color and design of every accessory and item of clothing on your wrestler to reflect your personal taste. The wrestler's ability will be determined by the distribution of the 36 available skill points.

THE TOP HARDCORE HEROES

The ECW foundation is on the rise, but for those who may not be familiar with its top stars, we've included six brief biographical intros. These wrestlers have unique moves, and we've highlighted a devastating pair for each.

MIKE AWESOME



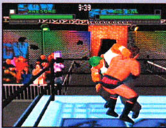
The current ECW Heavyweight Champion won the belt with a surprise appearance at Anarchy Rulz! in a thrilling match with his main foe, Masato Tanaka. Since then, Awesome has been dominating. He momentarily lost his belt in an upset to Tanaka but soon won it back for good.

Overhead Belly Suplex



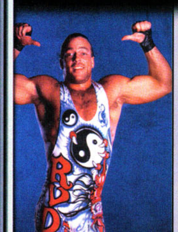
As your opponent is dazed or coming at you, a quick Left and Right, followed by the B Button will send him hurtling head over heels and crashing face-first back onto the mat.

Gorilla Press Slam



If you can get close enough to the enemy, try pressing Up, Down, Up and the B Button to lift your opponent over your head then slam him back down.

ROB VAN DAM



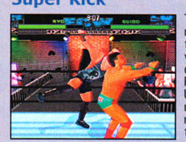
With an impressive undefeated streak on PPV events, Van Dam has rightfully earned the nickname "Mr. Pay-Per-View." His combination of aerial maneuvers and martial arts makes him one of the most entertaining wrestlers in the league. His finisher is known as the Van Daminator.

Tiger Driver



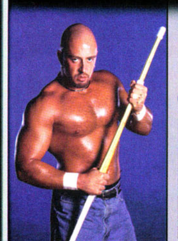
This move is quick and very effective for completing a final pin. Hit Left, Right, Down and the A Button to grab your opponent by the legs and pin his shoulders to the mat.

Super Kick



This is more of a martial arts move that will flatten your opponent with one swift blow. Press Left, Right, Up and A. Keep in mind, that opponents can block this kick easily.

JUSTIN CREDIBLE



Don't be fooled by the cute and creative name. Justin Credible is a disturbing competitor. He's injured opponents, scared wrestlers out of the league and crashed almost every party ever thrown. He and his partners in crime, Lance Storm and Johnny Smith, are ready to take over.

Chin Crusher



If you can reach out and grab the enemy, try pressing Up, Down and the B Button to take hold of his neck and slam his chin down against your knee. It's a vicious, potent blow.

Enziguri



By hitting Left, Right and B, you will deliver a fake kick with your right leg, which your opponent will grab hold of. Then you'll knock him out with the other foot.

TOMMY DREAMER



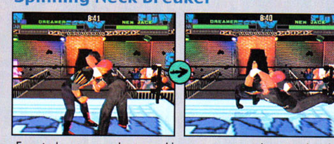
The Dreamer is known as the heart and soul of the ECW foundation, but also as the "Innovator of Violence." He's more likely to use an object as an offensive weapon than his arms and legs. Francine and his old friend Sandman usually accompany him to the ring.

Japanese Arm Drag



Press Up, Down and the A Button, to hook your opponent's arm and flip him onto his back.

Spinning Neck Breaker



For a truly gruesome, bone-crushing maneuver, get close to a dazed opponent and tap Up, Down and the B Button to grab hold of his head and spin him around onto his back. Then jump up and go for the pin.

FRANCINE



The "Queen of Extreme" is one of the most successful managers in the foundation, leading various wrestlers to every possible belt attainable. With her surprising strength and agility, she isn't afraid to jump into the middle of the action. She currently manages Tommy Dreamer.

Hairgrab Takeover





This move is not a particularly powerful one, but it's an effective way to get your opponent onto the mat. Press Left, Right and the A Button to grab some hair and slam the enemy into the ground.

Choke 'Em



This is nothing spectacular, but it's a quick way to hurt your foe. Tap Up, Down and the A Button.

RAVEN



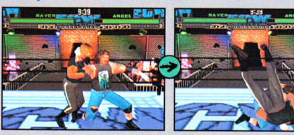
Raven is a confused, twisted soul who ignores his solid wrestling skills and resorts to an all-out brawling style. Recently Raven teamed up with longtime enemy Tommy Dreamer only to admit he had done so to make Tommy's life miserable. Raven's motives are never understood.

Double Arm Dot



Press Up, Down, Down and left C to hook both arms of your opponent and smash his head into the ground.

Snapmare

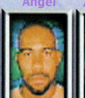


If you're looking for a quick, vicious way to get your enemy onto his back, press Up, Down and the B Button to make Raven try to wrap his arm around the opponent's head and spin him around in midair.

AN EXTREME SELECTION

So maybe the most popular ECW stars are not your personal favorites. Fear not—Hardcore Revolution has over 40 different wrestlers at your disposal. Some must be unlocked, but each has a unique theme song and fighting style.

A Master, Angel, Axl Rotten, Balls, Big Sal, Bruzzese, Buffone, Chetti, Corino, CW








D Doring, Dawn Marie, Guido, J Victory, Jason, Jazz, Jerry Lynn, New Jack, Nova, Rhino











Roadkill, S Crazy, S Diamond, Sabu, Smothers, Spike, Storm, T Devito, Tajiri, Wild Bill












VICTORY UNLOCKS REWARDS

Of course, you don't get all the goodies up front. Some of them you'll have to earn. New wrestlers are unlocked when you win a tournament, win belts in Career Mode or successfully complete five title defenses. You can uncover some wacky modes of play in the tournaments, as well. The prize you receive is determined by which wrestler you use to win the play-off.

New Wrestler



A tournament victory could result in the addition of a new wrestler, but you'll have to find out which players have the unlocking power.

Fat Man



Choose the right wrestler and win a tournament to get larger-than-life beasts into the ring. How do these monsters manage to move?

Hang Man



Another wrestler can unlock the Hang Man Mode by winning a tournament. Those stick figures really seem to be out of place in the ring.

HEROES

- Joey Styles
- Joel Gertner
- Tommy Rich
- Cyrus
- Taz
- Spicolli
- Beulah
- The Sheik
- Bill Alfonso
- Judge Jeff Jones
- All Jobbers

MODES

- Random Head Mode
- Custom Wrestler
- Textures
- Big Head Mode
- Ego Mode
- Big Hands Mode
- Big Feet Mode
- Fat Man Mode
- Headless Mode
- Little Head Mode
- Hangman Mode

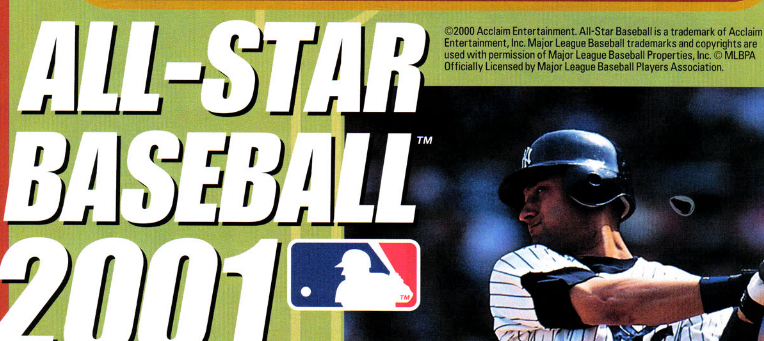
BE THE BEST

The variety of options in Hardcore Revolution may appeal to the fans of the ECW, but this slightly altered remake of WWF Attitude doesn't hold much promise for serious gamers. Poor play control and extreme violence aren't really a winning combination. In the end, only you can decide, but our Now Playing reviewers were less than excited by this new kid on the mat.









The All-Star series of games from Acclaim has always looked super, but this year's edition, programmed out-of-house by High Voltage Software, goes the distance with several fun new features and lots of improvements. Even the graphics are better, and the announcer is no longer an annoyance. Of course, Acclaim updated the teams and included the four new ML stadiums for 2000. And the great management and player creation features from ASB 2000 are virtually unchanged. There's truly something here for everyone. But enough talk. Let's play ball.





COVER THE BASES

Acclaim covers the bases with the best mix of play modes and options ever. In contrast to previous ASB titles, ASB 2001 doesn't neglect the casual fan who wants a quick game.

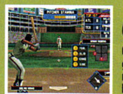


Teamwork

Up to four players can join in the fun. On defense, one team member takes the mound while the other is in the field.

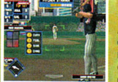
Arcade Action

The Arcade Mode features easy pitching and batting styles for a faster, more active play experience—an excellent addition.



Quickplay

Choose your team for a single game and hit the field. This mode uses the Classic ASB batting and pitching styles.



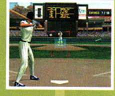
MLB

Although you can play Exhibition games here, the MLB Mode is really about seasons and playoffs, and there are lots of options.



Homerun Derby

You can use any of the 700 big leaguers as your HR king and select up to 20 outs when you enter the competition.



Batting Practice

Another great new feature for 2001, the Batting Practice Mode gives you a chance to learn to hit different types of pitches.

SWITCH-HITTER

Acclaim built in exceptional versatility in ASB 2001. The options cover everything from game conditions to video settings. Some day, all games will be this interactive.

Better Batters



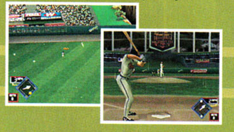
Put yourself in the game or build the ultimate ballplayer. You can create super players and add them to your team through free agency.

Have a Field Day



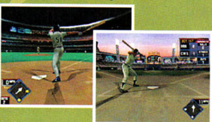
Take a tour of all 30 ML stadiums and play in the Giants' new home at Pacific Bell Park, Enron Field in Houston or Detroit's Comerica Park.

Sunshine Everyday



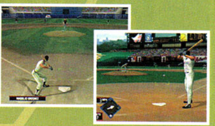
In Exhibition Mode, you'll control the weather. If you don't believe in calling the game for rain or snow, you don't have to.

Day and Night Games



Players also get to choose the starting time of their games. The choices are Daytime, Nighttime and Twilight.

Candid Cameras

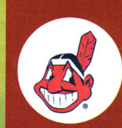


Personalize the game even further by setting your own camera positions. There are six Batting Cameras and three Action Cameras.

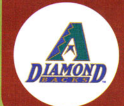
Top 5 Teams Overall







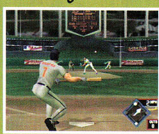




PLAY BALL

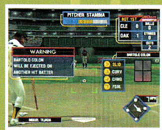
ASB 2001 may be a video game, but the winning strategies for it are the same as for real baseball games. We've put together some Power strategies and developer's tips to help out any rookies. For pitching, the key thing to remember is to mix up pitches and placement. When you're in the field, use the outfield shift to prepare for lefties or righties.

Bunting



The bunt is generally a sacrifice, so you don't want to attempt it if you have just one out remaining. Look at the Scouting Report grade to see which players are your best at laying down a bunt.

Ejections



The ASB ump isn't going to take any grief from you. If a pitcher beans three batters, expect him to get tossed. Errors are another very real possibility, but you can turn off the Error Option.

Pickles



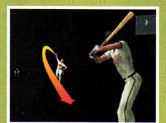


Base-running isn't as easy as it looks. If your lead runner gets caught in a pickle, it will affect the others who are running behind him. Play it safe.

PITCHING

In addition to the eight pitches mentioned below, ASB 2001 has two pitching modes and a Pitching Aftertouch Option. With Aftertouch activated, players can steer the ball slightly while it's in the air.

Curveball



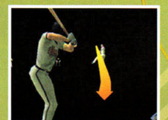
Since the Curveball breaks across the plate, it's used to deceive the batter into swinging at a ball or sitting on a strike.

Fastball



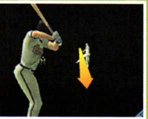
A 90 MPH Fastball may be hard to hit, but it can jump out of the park, as well. Aim at a batter's blue (or weak) zones.

Sinker



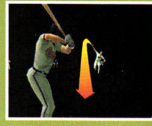
A Sinker is like a curve ball that drops into or out of the strike zone at the last moment, thus confusing the batter.

Change-up



Change-ups are slow pitches used to change tempo and fool the batter. Use them sparingly, aiming at the edge of the strike zone.

Spitter



This pitch tends to drop out unpredictably, causing the batter to swing over the ball. It's a slow pitch, so use it like a Change-up.

Slider



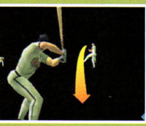
For strong pitchers, this is a great pitch. The Slider is fast and breaks, so batters are often left swinging at air.

Forkball



The Forkball is like a slow slide—it breaks, but it also drops a bit. It's a great pitch to use in place of a regular Change-up.

Split-Finger

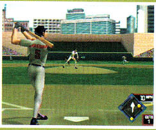


This is a medium-speed pitch with lots of movement. Remember to push the Z Button to access the secondary pitch menu.

AT THE PLATE

ASB 2001 gives you two ways to hit the ball. The Easy Option is just a matter of timing your swing to hit the ball. The Classic Option requires you to move a batting cursor to meet the pitch before you have to time your swing. The Batting Practice Mode will help get you in the swing.

Stealing Bases



Stealing requires speed and timing. Check the Scouting Report for your player's speed grade, and look at his Stolen Bases stats. Begin your move as soon as the ball leaves the pitcher's hand.

Tag Up





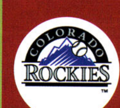
If the batter hits a fly, don't send your runners until the defensive player either catches or drops the ball.

Top 5 Offensive Teams



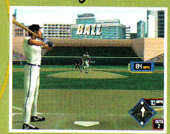








Good Eye



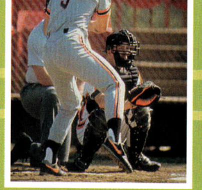
Swinging at bad pitches is a sure way to strike out or foul out. Wait for a pitch that comes down the center. Chances are that the CPU pitcher will eventually oblige you with a fat pitch.

Aim your hits

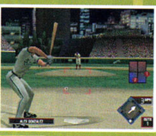




Aiming your hit to left, center or right field is a matter of timing. A left-hander should swing early to hit right and late to go left.

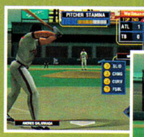


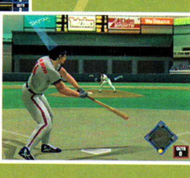
Hot and Cold



Hot and cold zones indicate where in the strike zone the batter has been successful getting hits. In the Arcade Mode, batters can get Hot Streaks when they get hits in several consecutive at bats.

Guess the Pitch



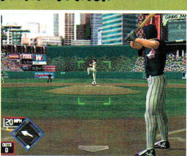


It's no substitute for an eagle eye, but you can try to guess the next pitch by choosing the right pitch and where it will be thrown.

TAKE THE FIELD

There's a lot of ball park and only nine men to cover it. The following tips will help you get the most out of your defense, whether you're facing the video version of the New York Yankees or your cousin from New Orleans. ASB 2001 gives you some help with options, such as Fielding Assist and a Ball Landing Target. Even so, don't forget the basics.

Wind Watch



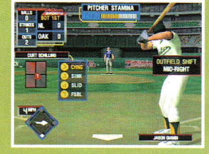
A white arrow on the diamond map at the bottom of the screen indicates the direction of the wind. It's a good idea to shift your outfielders in the direction that the wind is blowing.

Fastball Faux Pas



A pitcher with a powerful arm may seem invincible, but there are several dangers to watch for. If you use the fastball too often, expect your opponent to score a higher number of homeruns. It will wear down your pitcher, as well.

Shift for Lefties



Lefthanded batters tend to pull the ball into right field, so you should shift your outfielders to the right when a southpaw comes to the plate. When a right-handed player steps up to bat, move your outfield back to the center or left.

Double Play



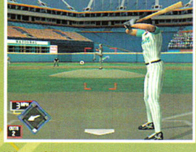
Always be mindful of the chance to pull off a double play. The possibility always arises when at least one runner is on base with one or zero outs.

Lefty Pitchers



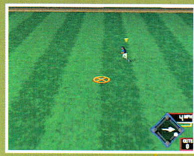
Left-handed pitchers can be difficult for right-handed batters to handle, so bring in a lefty reliever if your opponent has predominantly right-handed hitters.

Two Strikes



When a CPU batter has two strikes against him, it's a good time to throw some cheese at the plate. Aim low or to the outside, but not too far out. It's quite likely that you'll get the third strike with the batter swinging.

The Ball and the Wall

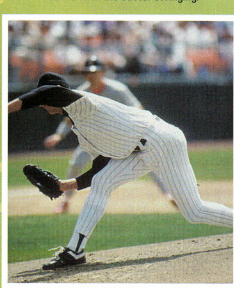


The first rule of fielding is to keep the ball in front of you. If the ball goes to the wall, the runner will take an extra base. Use the Z Button to sprint to the Landing Target and set your outfield deep against good hitters.

Safe Out on First



A runner heading to first base usually represents the safest out because you'll have more time to make the play. If you can't nab the lead runner, bide your time and get the sure thing at first.



HIGH HEAT HELP

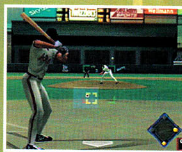
We turned to the development team from Acclaim Entertainment, Acclaim Studios Austin (formerly Iguana Entertainment) and High Voltage Software to get the lowdown on ASB 2001 strategies. If anyone knows how to turn on the high heat, it's these guys—they put the tips in the game.

Power Zone



The closer the pitch is to the center of the strike zone, the more bonus and homerun power you'll get out of a hit. The power and contact rating of the player also affect the equation.

Classic Homers



The key to hitting homeruns using the Classic Batting style is to line up the Pitch indicator with the top of the Contact cursor.

Easy Batting

Using the Easy Batting style, push the Controller Up and Left for righties (Up and Right for lefties) for a better chance of hitting a homer.



Classic Batting

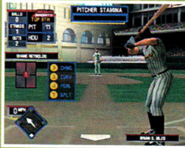
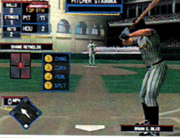
It's easier to go yard using the Classic Batting style than using the Easy Batting style because the Classic cursor lets you aim your swing with great precision.

Home Run Derby



The pitches in the derby drop down slightly and to the right from the location of the Pitch indicator. Set your Contact cursor accordingly and let 'em fly.

Fatigue

As pitchers grow tired, their accuracy goes down and they won't be able to aim their pitches. The only option is to send in relief. The Fatigue Meter tells the whole story.

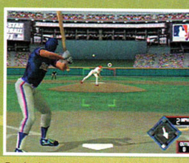
Stay in Motion

When playing against human opponents, keep the Pitching indicator moving so your opponent can't lock onto it with the Contact indicator.

Aftertouch

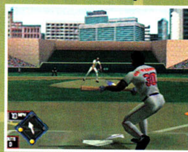
If you have the Aftertouch Option active, use it to direct the ball late in the pitch. There's a greater chance of getting the batter to swing at a bad pitch if you do.

Strikes



Don't always aim your pitch into the strike zone. With breaking balls such as curves and sliders, aim outside the zone and let the ball break across the plate. Keep the batter guessing.

Power Bunting



Get the maximum distance on a bunt by aiming significantly below the Pitch indicator and using the Power Bunt button. Keep in mind that the ball will travel farther on real grass.

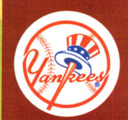
Positions

It's rarely a good idea to play a player out of his regular position. If you do, he'll be more likely to make errors. Instead, use a utility player to fill in.

Slow Pitch

Pushing and holding the A Button (Pitch button) slows the speed of your pitch. For a fast pitch, just tap the button. Slowing pitches is a good way to confuse CPU batters.

Top 5 Defensive Teams











OPENING DAY

Acclaim and High Voltage didn't just update players and make a few graphical tweaks to ASB 2001. This game has several significant additions that make it the strongest ASB ever. But we also want to mention that the over 400 animations of hook slides, swipe tags, wall scaling and player celebrations look even smoother this year than last year.



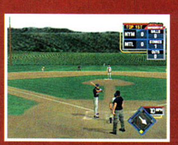
Cooperstown Legends

The new Hall of Fame team includes baseball greats, such as Brooks Robinson, Reggie Jackson, Yogi Berra, Nolan Ryan, and Bob Gibson to name a few of the 14 hitters and 11 pitchers on the team.



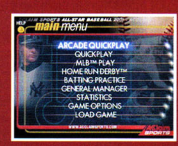
Easy Batting

This year's edition of ASB has batting styles for hardcore gamers and casual gamers alike. The new Easy Batting style is intuitive and arcadelike. The Classic style still gives you great control.



Cornfield

Acclaim missed the bet by not including more heroes from baseball's past, but at least they built the right ballpark. This field of dreams may seem corny, but it takes you back to a time when people played for the love of the game.

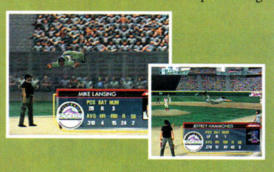


Arcade Mode

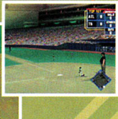
The Arcade Mode has some fun elements, including special effects and hot streaks. It's not NBA Jam for baseball, but it's a step in that direction. It's also just a nice, easy-playing baseball game mode.

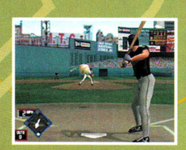
CLUBHOUSE SECRETS

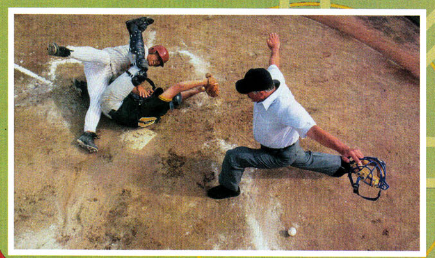
Acclaim knows the power of secret codes, and you can bet that ASB 2001 is filled with them. Keep checking Classified Info.











The Call

This is an easy call to make. All-Star Baseball 2001 is a winner no matter how you look at it. The graphics are dazzling, the play control is exacting and intuitive, the sound effects and announcing are realistic and the options are virtually endless. Featuring great simulation and fun arcade modes in the same game is the biggest innovation of this year's edition. It would have been fun to have Shoeless Joe, Hammerin' Hank and the Sultan of Swat in the game, but with the Create-a-Player option, you can have them, too. The only things that seem out of place are Ken Griffey Jr. in a Reds uniform and John Rocker with his mouth closed, and we can live with that just fine.

CATCH THIS!





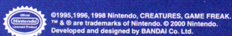
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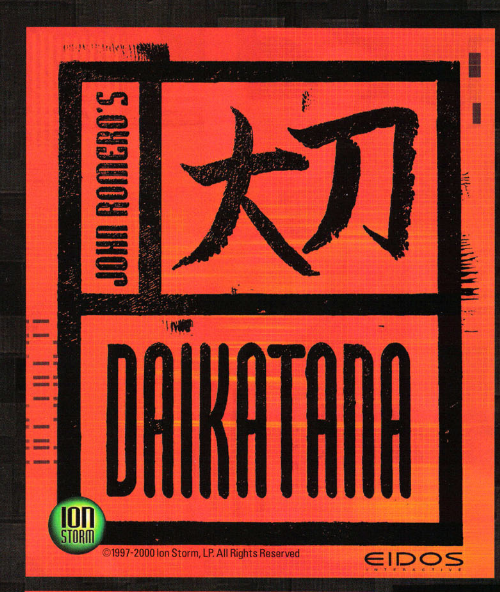
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MATURE
CONTENT RATED BY ESRB

NP: HOW IT RATES

Serious weaponry and wholesale slaughter of various monstrous entities earned Daikatana an M rating from the ESRB. This game is best suited for gamers aged 17 or older.

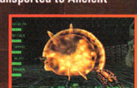
A BLADE FOR THE AGES

Mankind's future gives rise to a weapon of terrible power, but it's not what you think. In an age where missiles of mass destruction hold sway, it is a perfect sword that stands at the balance of the human race's fate: The Daikatana. A hero must find and wield it to save us all...or perhaps we should say Hiro. You are Hiro Miyamoto (no relation), and you'll have to bring a lot more firepower than just a sword if you hope to survive the twists and turns of this time-traveling first-person shooter for the N64. Your sworn enemy Mishima has his eye on that fabled blade, and he'll bend time and space to make sure it's his alone.

Tools of the Trade

There are 26 weapons in the game, and they're localized within the four temporal episodes. You can use the brutally powerful Shock Wave to disrupt Mishima's employees in 25th century Japan, but when you get transported to Ancient Greece, you'll have to use a local weapon like Poseidon's Trident.







Crazy Skills

Besides collecting insane weapons over the four missions of each episode, you'll also want to lay your hands on scattered power-ups. Hiro has five skills—Vitality, Attack, Speed, Acro and Power—and you can pump each of them up to its full potential by collecting skill power-ups and experience points.







KYOTO, 2450 AD

MARSH, SOLITARY, ICE LAB, VAULT

After the mysterious Ebihara divulges Mishima's evil plans and expires, it's time for you to get on with your quest. Kyoto in 2450 is a threatening forest of metal, and Mishima's stronghold epitomizes the darkness of the age. Whether you're navigating the Marsh in the pouring rain or searching the steel maze of the Ice Lab, you'll need to keep your wits and weapons about you. If you have an Expansion Pak, it'll look twice as dank in high-res letterbox.

Meet the Neighbors

You'll quickly become acquainted with Mishima's gang of goons, be they human soldiers, mounted wall guns or giant, robotic nightmares. You'll have to learn the best way to dispose of each. Every episode will have its own cast of malevolent antagonists, so get used to meeting (and offing) new folks.







Switch 'em On

There are plenty of closed doors around Mishima's complex, but it's normally fairly easy to open them. Simply track down a nearby switch and press it using the A Button. The switches look like machinery and typically have a red, glowing light next to them. You did it right if the light turns green.







Spring the Prisoners

You might as well save all the other poor souls being held captive by your enemy. When you find the room with the energized prison cells, clamber under the stairs by holding down A and pressing the R Button. Blast the colorful cogs to render the retaining doors inoperative.



Free Superfly

Mishima's goons are torturing an unexpected ally named Superfly Johnson. You can go take care of his tormenters and then backtrack, but you might as well grab the key to his cell on the way. After you pass the laser beams, go left and blast the panel with the Mishima logo on it.





In the Ice Lab

You'll need to open plenty of doors in the traditional manner once you and Superfly reach the Ice Lab, but you'll also occasionally have to depend on others. When you reach a door that denies you access, wait around for a bit. A worker should drop by and open it up for you.







Meet Mikiko

Ebihara's daughter has been languishing inside a containment cell deep within the Ice Lab. When you find it, pour gunfire into the circular shape decorating the top of the cell. The entire apparatus should explode, giving you access to Mikiko and the last mission of the episode.





Invent Doors

You'll see many ventilation grates inside the Vault, and you can blast every one of them open to reveal power-ups, weapons and essential paths. Learning how to blast open your own pathways is an essential skill in all of the levels, so keep an eye out for grates and cracked walls.





Bridge Control

When you find the control room for the bridge, take a look at the pair of switches. Turn on the one to the right—it'll give you more time when you have to make the mad dash to get the Daikatana. Remember, you can toggle between Walk and Run with the Control Pad.





Steal the Blade

The Vault room is massive, and you'll need to negotiate it quickly. After pressing the button down below to extend the main bridge, take the elevator up. You'll need to jump onto a number of small platforms and wind through narrow passages before you get the blade.





ANCIENT GREECE, 2300 BC

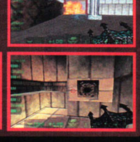
LEMNOS ISLE, CATACOMBS, ACROPOLIS, PARTHENON

So, you got the Daikatana, all's well, and the game's over, right? Wrong. It seems Mishima has been doing a little tinkering with the space-time continuum. Besides having another Daikatana—actually the same one, only from a different time—he has a few other tricks, like warping you back into Ancient Greece. There's a slew of mythical baddies wandering the islands, and since you left all your futuristic weapons behind, you'll have to find new ones.

Getting around Greece

You won't exactly need a tour guide—there are fairly obvious switches that open doors with a tap of the A Button. Instead of blasting grates, though, keep an eye out for walls exhibiting large cracks. Direct hits to these structural defects will open new paths, so keep your eyes peeled.





Ferry Ride

It isn't exactly the river Styx, but it might as well be. Charon won't show up unless you find a horn to summon him, and once he's arrived, he'll ask for payment. Walk through the shallows of one inlet until you find some caves with a Gold Coin. Just don't expect Charon to make change.





Rolling Stone

You and your fellow travelers will run into an unbreakable wall inside the Catacombs, but it won't take much to figure out how to get through. At the top of the hill leading to the wall is a huge boulder. Simply walk near it—Hiro will quickly deduce how to push it down.





Shield of Aegis

The Acropolis is a large maze of flaming wreckage, and it's up to you to sort through it all to find five pieces of Aegis's Shield. It's difficult to avoid getting lost, and even harder to see the pieces of shield camouflaged on the ground. The first piece of the shield is right in your path after you defeat the two spearmen, while a second hides inside a chest. Look for the third out in the open.







Do Some Remodeling

The fourth shield piece is visible through some wreckage in the main hub room, but you can't quite reach it. Enter the passage nearest it and look for a suspect wall nearby. Give it a blast with Poseidon's Trident or some other explosive weapon to break a way through to the piece.





Get It and Get Out

The final piece of the shield is stranded atop a high platform, so scale the wreckage wherever you can and keep your eyes on the ground. Once you find it, drop off the side to land near the flight of stairs leading up to the exit. Blast any enemies out of the way and start climbing.





Manhandle Medusa

It's a fairly easy path from the back of the statue at the start of the Parthenon to Medusa's lair. Drop out of the giant snake's mouth onto the center platform and keep your distance to avoid Medusa's tail. Blast her with Poseidon's Trident as you avoid her spit by strafing in circles.







DARK AGES, 560 AD
PLAGUE TOWN, WYNDRAX'S TOWER NHARRE'S TOWER, KING GHARROTH'S CASTLE

Your next stop on Mishima's wild ride is a plague-decimated town in Norway during the Middle Ages. The plague hasn't completely scoured the place clean, though. Infectious Buboids roam the streets, breathing toxic clouds of bubonic plague into the atmosphere, and rumors of sorcerers pervade the area. Presiding over it all is the mad king Gharroth—finding him may be your only chance.

Make Musilde Music

After shooting your way into the temple, talk to Musilde to get the lowdown. He can't help you with the key to the village gate, but that's all right—just listen to his whistling and reproduce it on the chimes in the main room. Step lightly on the lava below the temple to get the key.





The Skeleton Key

A locked door at the base of Wyndrax's Tower bars your way, and time is running out for Mikiko. Head down into the bowels of the Tower on the lift and fight the pair of creatures lurking in the gloom. Your prize will be the Skeleton Key, which will open the door up above.





Another Key

You'll almost immediately find yourself at another locked gate, and this time you must descend deep into the tower to find the Skeleton Key that unlocks it. Use the Ballista on the archers and monsters that attack, and don't forget to grab the health at ground level.







Waste Wyndrax

You may have seen this sorcerer from below. You can attack him from on high once you open the gate. Bombard him with Ballista fire while you jump over his rotating electric whips. When he sucks in energy, hold back so you don't get pulled to the floor. Strafe to avoid the shot.





A Date with Nharre

To reach Nharre you'll have to battle tons of energy-wielding sorcerers, but as long as you keep your footing you should be able to toast them with the Ballista, Wyndrax's Wisp and Stavros's Stave. If you continually strafe and shoot at Nharre and the demons he summons, you'll have no problem.





Pieces of the Purifier

There are three main passages off the center hub you start in. Your back is to a closed door, so use it as your point of reference if you get disoriented while looking for the pieces. Take the right passage first. Jump off midway for one piece—the other's at the base of the room.









More Pieces of the Purifier

Several more pieces are scattered in nooks and crannies along the lower parts of the tower and on the exterior ascent. Use your weapons wisely as you go. You might want to test-drive your new weapon, Nharre's Nightmare, on a group of enemies. Wait until it charges all the way up to 100, then let it go. The staff will summon up a wraith that terrorizes any nearby enemies.





More Pieces, Even

The last two pieces are on the way to Gharroth's chamber, the path to which lies beyond the passage across the room from your starting point. You'll have to jump onto pedestals over the lava for one, then blast through a crumbly wall below the king's chambers for the last.





The Mad King

Gharroth is quite off his rocker, and he'll come at you swinging swords and hurling energy. His chamber is large, so you should have plenty of room to maneuver as you pepper him with shots from the Ballista and Stavros's Stave. Beat him and then show a little mercy.







SAN FRANCISCO, 2030 AD
ALCATRAZ, MISHIMA RESEARCH CENTER, MISHIMA HIDEOUT, NAVY SEAL TRAINING COMPLEX

After you've charged the Daikatana with the power of the Purifier, it's time for another head-to-head clash with Mishima inside the temporal vortex. After some cryptic commentary he flees, and the adventurers land at their final destination in the Bay Area of the early 21st century. The prisoners here are less than model citizens, so don't waste time trying to rehabilitate them.

Escape from Alcatraz

Ratchett Cassetti gives you the trigger device you need to get off The Rock, but you'll have to work a bit to use it. Swim through the drainage tunnel by rapidly tapping the R Button, then blast out. Deal with the rocket-launching guys as best you can until you find the boats inside the safehouse.







Door Passes

Mishima's Research Center is a multilevel operation, and the different floors have strict security. To access the inner areas, you must first find the correct pass. Traipse around the floors until you find control rooms with men in silver radiation suits—ice them to grab their passes.







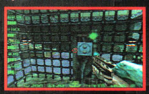
Bad Robot!

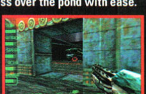
Several of the labs on the upper floors contain robotic guards that chase you and fire streams of missiles at you. Lay into them with your Rip Gun or Kineticore and retreat from their assaults. After beating a pair of them on the fourth floor, you'll get the last lab pass.



Cross the Pond

After you enter Mishima's Hideout, head to the left and go downstairs. Dispose of any gun-and-rocket-toting enemies you see as you make your way to a caged in-room. Activate the bridge, then backtrack and go upstairs. You'll be able to cross over the pond with ease.





Reach the Core

Right off the bat you must grab the Novabeam, find cover and then shoot the Humvees' turrets before you get shot by the guards or the helicopter. After you get clear of the initial area, you'll have to fight a ton of sharp-shooting guards to reach the end. Shoot quickly or you'll never reach the end alive.







FRIENDLY FIRE

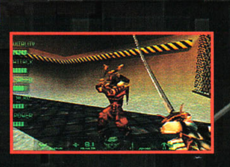
Daikatana's true strength is in its storyline, but there is still reason to play on after you've beaten the one-player game. Up to four players can play two different multiplayer games. One is a straight deathmatch where you run around and try to frag each other ad infinitum, while the other concentrates on collecting jewels while fighting.





DRAW YOUR SWORD

Of course, we left out the final and most exciting chapter—the one where you must finally wield the Daikatana in a sword battle to the end with Mishima. The honor of your ancestors is at stake, and you must prove yourself worthy of the blade. If you win, it's over...unless, of course, one of your companions has been less than truthful...






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LOOK!

The N64 Is Finally in the Pink:

KIRBY 64

That's right, folks—pretty soon you'll be able to kick it to the Kirb' on your N64. The star of many classic NES, Super NES and Game Boy games is puffed up and almost ready to go.



DARKNESS RETURNS

All is not well on Popstar, where Kirby and his friends make their home. A distressed fairy has arrived from nearby Ripple Star with the ominous news that the Dark Matter has returned from the reaches of space to cause havoc among the peaceful fairy folk. In an attempt to save Ripple Star's most precious resource, a magical crystal, the fairy has been beset by the Dark Matter's hordes. The crystal has shattered into six pieces, the shards plummeting onto six different planets. It's up to Kirby and his pals to recover the crystal pieces before the Dark Matter engulfs the universe.

Pretty in Pink

Big Mouth, Big Moves

The Dark Matter isn't the only entity in the universe that can do some engulfing. As Kirby fans know, the puffball's main strength lies in his ability to inhale enemies and copy their abilities. Kirby still gets around like he did in all of his other games: He can jump repeatedly, sucking air into his mouth to fly for brief periods of time. He exhales gusts of air to fight foes, as well. By flattening himself, Kirby can slide along the ground to trip up his enemies. And, of course, he has the power to suck just about anything into his mouth and then spit it back out.



Check out the Kirby slide! This'll K.O. most ground-bound enemies and possibly trip up some others that have no visible weaknesses.



Of course, there will be many game situations that require you to puff Kirby up repeatedly to avoid an enemy or reach a high platform.



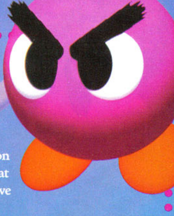
The laws of physics don't hold much sway when this hero yawns. If it isn't nailed down, Kirby can inhale it and then fire it like a missile.



This is a side-scrolling game with cool 3-D elements, and the environments are widely varied. As you can see, Kirby'll have to get wet.

Friends & Foes

There are over 50 enemies roaming the worlds of Kirby's universe, and each of them has a special way of trying to stop Kirby's progress. By and large, they're no match for Kirby, but there are exceptions. The bosses holding the crystal shards on each world are big and bad, and you'll need to tap into Kirby's unique talents to match up. Luckily, our hero isn't alone. You'll run into Kirby's three friends throughout the game, and every time they'll do their best to give him a hand. When his friends aren't around, Kirby will have to depend on his enemies to provide some copycat fodder for his arsenal—but you'll have to turn the page to see that.





To battle this rotten tree, you'll have to roam the circular pathway around it, avoiding sharpened roots and using the tree's apples as ammo.



This angry orca wouldn't make the cut at Sea World, that's for sure. Battling underwater takes finesse, as Kirby's movement is impaired.



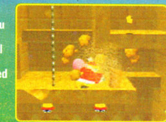
Kirby may look like a marshmallow, but he doesn't want to be turned into a s'more by the hot-tempered lava monster.



This painter is actually one of Kirby's friends, but the Dark Matter has temporarily possessed him. Talk about realistic paintings!



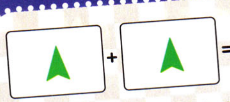
There are many areas where you go for a ride. Kirby and his pal seem to be enjoying this sled ride, but watch out for hidden crevasses.



Sometimes you get to control another character. Here Kirby's buddy carries him and uses his mallet to clear out walls and enemies.

RECIPES FOR SUCCESS!

There are seven types of enemies that you can copy in Kirby 64—fire, rock, snow, electricity, spike, boomerang and bomb—and mixing and matching them is the name of the game. Kirby has room to use two abilities at once, and every pairing of two enemy types will create a new weapon.





SWISS ARMY KIRBY

Did you ever find yourself missing that one essential tool? Well, if you either consume two spike enemies at a time or throw one into another, Kirby will never have to worry again. By activating this double-spike power, the pink puffball will become a whole lot less cuddly.



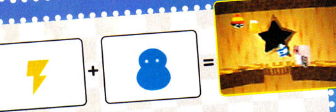
BOOMERANG BLADE

While mixing two types of enemies produces all kinds of interesting weapons, it also helps to stick with two of the same. For instance, a single boomerang enemy will give Kirby the ability to throw half his body as a weapon. Two boomerang enemies will produce this lovely buzzsaw.

DARTH KIRBY

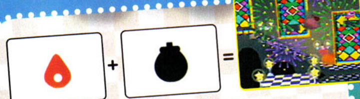
Use the Force, Kirby. Actually, what you need to use is an electric enemy and a boomerang enemy. If you meld these two abilities together, Kirby will acquire a twin-tipped beam sword. By repeatedly pressing B, you'll make Kirby do more and more complicated sword maneuvers.





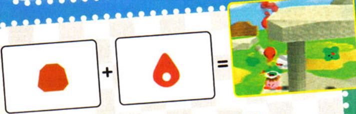
SNACK TIME

Not all of the abilities involve attacking enemies. Take this unique mixture, for example. After forcibly mixing a snow enemy with an electric one, Kirby gains the power to turn himself into a pink fridge that spews out life-replenishing snacks. This would be a great party trick.



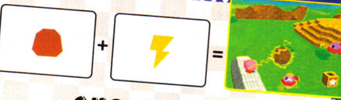
CELEBRATE KIRBY DAY

Mix a fire enemy and a bomb enemy to turn Kirby into ground zero for a splendid fireworks display. By tapping the B Button repeatedly, Kirby will bounce higher and higher into the air, releasing bigger and more spectacular explosions of enemy-destroying pyrotechnics each time.



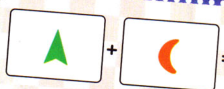
MOUNT KIRBY

Let's think about this for a second. If you combine extremely high temperatures with rock, what do you get? Well, that's pretty much what goes on inside a volcano, isn't it? When you combine a rock enemy with a fire enemy, Kirby will erupt in a powerful shower of molten magma.



SHOCK ROCK

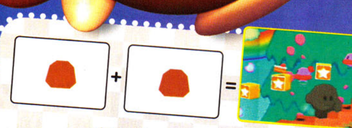
All right, rock and fire are one thing. How about rock and electricity? This interesting mixture produces a huge boulder that is tethered to our pink hero by a crackling cord of electricity. Press different directions on the Control Pad to make Kirby swing it over his head.





JAWS OF LIFE

Many enemies attack from above, but Kirby has the perfect solution. First, gobble up a spike enemy. Then, add a boomerang enemy into the mix. The result will be a transformation from adorable, little, pink puffball to huge, bear-traplike jaws that slam shut on airborne foes.



STONE COLD

If you really don't like all the maneuvering around enemies, just find two rock creatures close together. Combine their talents to turn yourself into a huge boulder that can roll over anything in its path. Enemies tend to lose their luster when you're impervious to them.







FIRE AWAY

So you don't like engaging Kirby's enemies up close? All right then—combine a spike enemy with one of the fire variety. Kirby will stretch his body like a bow and fire flaming arrows at distant assailants. The longer you hold down B, the farther the burning arrows will fly.



FROSTY'S THE BOMB!

If you're traveling around a winter landscape, why not try to blend into the scenery? Mix the abilities of a snow creature and a bomb enemy to transform Kirby into a traveling snowman. This particular snowman has a burning fuse, though—any nearby enemies will soon learn why.



KIRBY DON'T GO!



Don't you worry—we're not letting Kirby go that easily. His debut on the N64 is getting closer all the time, and we'll take a much deeper look at this gorgeous side-scroller as its release date approaches. Until then, rest assured that this game will give gamers a whole new reason to love Kirby. With so many different moves to explore and use, the game will never play the same way twice, and you'll replay it over and over just to get your favorite weapon combo. It's been a long wait, but it'll be worth it.

ARENA are you game?

the CHALLENGEs



1 Pokémon Stadium

Hurl, Splash and Slurp

Just because you're a Poké Master doesn't mean you can launch your Ekans onto a Diglett, spring your Magikarp skyward or outslurp other Lickitung. Prove your Kids' Club skills by sending us snapshots of your record scores in Sushi-Go-Round, Ekans's Hoop Hurl and Magikarp's Splash.



2 Ridge Racer 64

Renegade Expert

It's called Ridge Racer because its sheer speed takes you close to the edge. Just how close can you get? Floor it and go for a Time Attack record in the Renegade Expert course. If you're one of our fastest finishers, you'll receive Power Stamps for our Super Power Supplies Catalog.



3 Top Gear Hyper-Bike

Hyper Tricks

Evel Kneivel has nothing on you. Show off your daredevil prowess and stunt work skills in Kemco's Top Gear Hyper-Bike. Photograph your top score for the Stadium Race course in Trick Attack, then send it in for a chance to land both wheels in Arena.

TWISTED CHALLENGES

In Pokémon Snap, can you toss a piece of Pokémon Food so that it bounces six times on Snorlax's belly?

from Mason Doermann, Fairfax, VA

Without using any items in One-Player Mode of Super Smash Bros., can you score 999% against any opponent?

from Patrick Allen, Jacksonville, FL

Challenge Scoreboard

STAR WARS: ROGUE SQUADRON

19 Gold Medals (Vol. 117)

Joseph Marinos, Vallejo, CA
Creston Martin, New Albany, IN
Jeremy McCoy, Alpena, MI
Russell Meszaros, Acme, AB
Stephen Moehle, Brea, CA
Josua Mohl, Marysville, PA
Chris Moore, Madison, WI
Ryan Neil, Olney, IL
C.J. Nemec, McKees Rocks, PA
Matt Ouverson, Boone, IA
Jonathan Paula, Nahant, MA
Jeremy Portillo, Crestview, FL
Erik Pruneda, Selah, WA
Justin Quinn, Monroeville, NJ
Christopher Rhodes, Palm Coast, FL
Joe Satava, Alamogordo, NM
Peter Schatzman, Spring Hill, FL
Brandon Schlichter, Circleville, OH
Daniel Schuker, Cambridge, MA

THE LEGEND OF ZELDA: OCARINA OF TIME

Finished Game with Three Hearts and No Continues (Vol. 118)

Brandon Cottle, Knickerbocker, TX
Jesse Couch, Nelson, BC
Kurt Criss, Grafton, WV
Shane Czerew, Grand Rapids, MI
Tim Dale, Warrenville, IL
Michael Damiani, Plano, TX
William DeLuna, Antioch, CA
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Patrick Donegan, Staten Island, NY
Mike Dougherty, Woodstock, CT
David Edell, Rego Park, NY
Alexandre Emond, St-Gabriel, PQ
Chris Faini, Charlotte Hall, MD
Erik Finck & Damien Pearson, Carpinteria, CA
Owen Fletcher, Boise, ID
Devin Folk, Carmichael, CA
Bryan Frauhiger, Warsaw, IN
Matthew Frederiksen, Valdosta, GA

SUPER RETURN OF THE JEDI

High Scores (Vol. 120)

Ian Janosko, Munhall, PA	9,958,500
Paul Tosch, Warren, MI	2,003,325

SUPER SMASH BROS.

Unlocked Ness (Vol. 120)

Willy Adler, Washington, DC
Andrew & Adam Aguilera, Paradise, CA
Raymond Almeda, Hayward, CA
Dane Alvord, Temple, AZ
Josh Anderson, Fresno, CA
Michael Anderson, El Cajon, CA
Chris Annanie, Lebanon, NH

ALL-STAR BASEBALL 2000

Most Home Run Derby Homers (Vol. 122)

Daniel Herene, North Royalton, OH	225
Matt Sudol, Cape Coral, FL	155



HIDDEN WORDS

Can you find the 16 Pokémon names hidden in the story below? The example, which contains the Pokémon names Kabuto and Ditto, illustrates how the words may be hidden. Punctuation and spaces can separate the letters that spell the Pokémon names, but the letters must be consecutive. And be careful—we've included some words that closely resemble Pokémon names, except they have an extra letter or two, just to throw you off track (spelling counts, after all). Can you catch 'em all?

Example:

Mac didn't like to dance to ska, but, of course, Emma did it to spite him.

kabuto **ditto**

FIND THE 16 POKéMON NAMES.

Lugging their kayaks, Emma and Mac continued their long trek to seek answers about the oddly haunting geyser that sprouted up in the river. They were both tired, so they made a stop in Sir Lancelot Park and felt safe. A row of tents crowded the sandy campsite, leaving them no room. Any tent was better than nothing, but Emma and Mac couldn't find an unoccupied tent. A cool breeze began to blow in, and the two felt too cold to hang around. They decided to move on by riding one of the camper's horses to the geyser.

The horse elevated its head and spied Mac as he approached with his kayak. Mac tried to be friendly, but it let out a growl. It headed for the hills in a wrathful, rapid dash. Angry Mac hopped and yelled, "A horse, a horse! My kayak for a horse!"

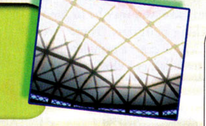
"I guess we'll have to row to the geyser," Emma remarked.

"Emma, row a kayak and watch out for the stupid geyser in the middle of the river," Mac ordered.

"How far? Can I nearly miss the geyser?" she asked as she rowed against the swirling water. As she would soon see, veering would be her best option. Paddling harder and harder, Emma managed to back off in good time but not before she could catch a close look at the waterspout. "I figured out the source of the geyser," she shouted back to Mac. "The sea drains the stream and whirls it into a ghastly, squirting, vile plume!"

Where Am I?

With so many games out there, it's easy to forget where you are. Do you recognize this locale? The mystery location and the name of the N64 game that it's from will appear in next month's issue.



ANSWERS TO VOLUME 130

Pokémon Puzzle Pieces

A. Sandslash E. Arbok
B. Kakuna F. Kabuto
C. Rhydon G. Wigglytuff
D. Dragonite H. Slowbro

St. Patrick's Day Quiz

1. C 2. B, C 3. A, B, C 4. A 5. B

Who Am I?

Clayton from Disney's Tarzan was voiced by Brian Blessed who also played Boss Nass in *Star Wars: Episode I The Phantom Menace.*

do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is May 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.



Coming Attractions

Pokémon Stadium and Pokémon Trading Card Game have already established 2000 as the year of the Pokémon. But there's much more. Four more titles will be making their way to your N64 and Game Boy by the dawn of 2001, so read on to see what the future holds!

Hey You, Pikachu!

Formerly known as Pokémon VRS and Pokémon Genki Dechu, Hey You, Pikachu looks to arrive in the States late this year. Following in the genre-busting footsteps of Pokémon Snap, Hey You, Pikachu can't truly be described in any conventional video game category. The game will come equipped with a microphone that attaches to your Controller port. By giving voice commands into the microphone, you can communicate with your close pal Pikachu. Much like a virtual pet, Pikachu will grow quite fond of you if you say the right things—of course, if you call Pikachu some names it doesn't like, you may be in for a shocking surprise. There are many challenges in the game, all of which can be completed by working with your cyber-buddy. For instance, one challenge is to help Bulbasaur make a meal. By issuing commands to Pikachu as it runs around the environment, you'll help find all of the ingredients for Bulbasaur's dish. Everyone will be talking about this game!

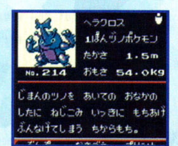
As you can see, Pikachu will interact with other Pokémon over the course of the game. We'll have to wait and see what Diglett's doing.



Check out the cool gear you'll use to play this game. We're not sure if Pikachu will like your Elvis impression, but you might as well try.

Pokémon Gold and Silver

We've already doled out a bunch of tidbits on Gold and Silver, which will join Red, Blue and Yellow as the mainstays of the Game Boy Pokémon universe. These games look more and more incredible as time goes by, with many more new Pokémon to catch, collect and do battle with. We'll keep updating you in the Pokécenter as more information on these games leak in, but until then, take a gander at a few more screens. Gold and Silver await their release this fall.



We're not exactly sure what type this character is, but—it looks like it could hold its own in a fight.

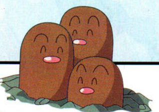


If you look closely at this menu screen, you'll see several suspicious types. Is that an egg? And what's the batlike type at the top?

Pokémon Attack

This one is so mysterious, we don't even have a screen shot of it. All we can tell you is that it's a puzzle game along the lines of Tetris that involves your favorite characters. It's being developed by the big brains at Nintendo Software Technologies (NST), the same folks who brought us Bionic Commando for GBC—if that doesn't get you excited, nothing will. Since Pokémon Attack is slated for a summer 2000 release, you can be sure we'll hear more about it soon!

Pokéchat



Yes, we know. Our fantastic website www.pokemon.com is chock full of all the latest news in the world of Pokémon. But we've got the goods, too. When you're not online, head to the Pokécenter to find out what's going on the old-fashioned way.

Q: I'm totally confused about the differences in Pokémon strength. Are traded Pokémon stronger or weaker? And does it matter if you use lots of Rare Candies to raise their levels instead of battling?

A: *All right, here's the deal. When you trade a Pokémon, it will gain experience faster than Pokémon who are still with their original owner. This means that they will raise their experience level faster than other Pokémon and will evolve and learn new attacks faster. All that high-speed level increasing comes at a price, however. Pokémon that have never switched Trainers will always be more powerful than a Pokémon of the same level that's been swapped. Raising your Pokémon's level with Rare Candies has the same flaw. Sure, it's a quick fix, but your Pokémon will not ultimately be as powerful as if you raised them all the way by gaining experience points.*

Q: Playing Pokémon on my television using the Game Boy Tower in Pokémon Stadium is so cool! Can I use the Transfer Pak to play any other Pokémon games?

A: *Sorry, but no. If you tried to plug Pokémon Pinball or Pokémon Trading Card Game into there, nothing would happen. The same goes for the rest of the Game Boy library.*

Q: What's up with my Yellow Game Pak? I can't make the MissingNo cheat work.

A: *You sure can't. Considering the fact that "MissingNo" was a glitch in the Pokémon Red and Blue games and not a sanctioned cheat, the programmers managed to remove it from the Yellow version. Now where are you going to get infinite Rare Candies?*

Q: I was using the Lab in Pokémon Stadium to use TMs and other items on my Wartortle. I used a bunch of Rare Candies to raise its level, but when it passed the level it was supposed to evolve at, it didn't evolve! Is something wrong with my game?

A: *It's fine. It just so happens that when you use Rare Candies to raise your Pokémon's level on the Stadium data screen, it won't cue the evolution process. To let your Pokémon evolve, just go into the Game Boy Tower and give it a Rare Candy in the traditional Game Boy interface.*

Q: Can I trade Pokémon from my Pokémon Pinball game with a friend?

A: *Unfortunately, no. All you can do is link up with a Game Link Cable and swap high scores.*

Q: How do I print out my pictures from the gallery area of Pokémon Stadium?

A: *You do it the same way you did it for Pokémon Snap. First, visit www.pokemon.com or call 1-800-859-4521 to find the nearest Snap Station. Head over there with your Stadium Game Pak, plug it into the machine and follow the directions. Momentarily you'll be rolling in sticker portraits.*

Q: I took a bunch of pictures of my Alakazam in Stadium and compared them with a friend of mine who has the same Pokémon. Much to my surprise, I noticed that their coloring looked substantially different! What makes the same exact Pokémon look completely different?

A: *It's all in the name. The color of your Pokémon will vary slightly depending on the first couple of letters of its name. There's one special case as well. Pikachu from the Red and Blue versions will look and behave one way when in front of the Stadium camera. If you have a Yellow cartridge, however, your special Pikachu will look and act different, and may even go so far as to give a friendly wave.*



#130 Gyarados
Matt Murdock
Medford, OR

Raichu & Pikachu
Joshua Pursley
Collierville, TN

#18 Pidgeot
Jaymes Pulse
Las Vegas, NV

#40 Wigglytuff
Matthew Fink
Waldwick, NJ

Ask the Professor

Now that you've had time to get into the trenches with Pokémon Stadium, I'll bet you have some questions. As a nod to this awesome game, I'm going to do an exclusive, all-Stadium Q and A this month. Sure I can do that! I'm the prof!

I have only one Transfer Pak, but my friend and I both want to upload our teams. How do we do it?

That's an easy one, and there are a couple of ways to manage the maneuver. The first is simply transferring your Pokémon into one of the N64 boxes. You can put one team inside an N64 box, turn the game off, then upload your opponent's team from its Game Pak and battle away. You just need to remember to transfer the Pokémon back into your Game Boy Pak if you want to take them home with you after the battle. The other way to do it is through registration. Simply go into the Free Battle area and register your team using the Transfer Pak. Once it's in there, turn off the N64 and turn it back on with your friend's Game Pak plugged into the Transfer Pak. Register his or her team—you can register up to ten teams, so why not put a couple in there? Once you're done, each of you can pick from among the registered teams and duke it out.



Registering favorite teams is probably the easiest way, but remember to erase them if you don't want your friend to use your Pokémon!



These techniques work only in the Free Battle zone. If you want to use the VS. Battle Mode, you'll both need Transfer Paks.

I can't figure out this Sushi-Go-Round minigame. What's going on with those Lickitung?

Well, they're eating sushi! The key is to ring up a huge bill, so you have to gobble as fast as you can. Some items are pricier than others, and it helps to eat a few of the same items in a row.



The orange rolls are the priciest in the Sushi Bar. All that extra tobikko doesn't come cheap!



We're divided on whether the green stuff is wasabi or green tea, but one thing's for sure: It's too hot.

How do I defeat the Gambler in the Prime Cup Master Ball? He always seems to cheat!

He's not cheating—he's just getting lucky. Every Gambler goes on a hot streak, and unfortunately, you seem to be on the losing end of his run. Basically, the Gambler uses one-hit K.O. attacks more and more as you progress through the various Balls, so by the time you meet him in the Master Ball, he's using them almost exclusively. We're talking about Fissure and Horn Drill here—attacks that have a very slim chance of connecting but use lethal force if they do make contact. Basically, the Gambler's rolling the dice, and all you can do is disrupt his attack pattern and hope that luck isn't on his side.



One of the best tactics is to paralyze his Pokémon. If they can't attack, they can't one-hit K.O. you.



It doesn't matter how strong your character is—if Fissure or Horn Drill connects, your Pokémon's out.

Is there a way to conceal my attacks when I'm battling against a friend?

Since you're both using the same screen, your pal is going to see your entire attack arsenal whenever you press the R Button during battle. By the same token, he or she will glimpse the Pokémon remaining in your stable whenever you switch them out. Since you can't alter the game to hide your info on the screen, take the old-fashioned route. Write down your attacks and the C Buttons they're assigned to on a piece of paper. Use the paper to select your next move and never press the R Button.



If you want to keep that surprise attack a secret, you can't use the handy R Button reference.



The same thing goes for a Pokémon switch. Memorize which button each Pokémon is assigned to.

Colosseum

So how's Stadium treating all of you? Are you feeling like your teams are a little more mortal? I told you there were some mean Trainers out there!

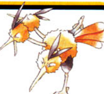
Ooh, this is a good one! This month we're featuring the battle-tested team of Jeremy Camacho of Virginia Beach, Virginia. It's increasingly rare to find a truly powerful team without Mew or Mewtwo on it, but Jeremy's team fits the bill and more. It just goes to show you that there are nearly limitless variations for teams, so keep experimenting until you find a group of Pokémon that'll stack up no matter who you face.

Electrode

Jeremy's lead is almost always Electrode, merely because it generally gets the jump on any opponent. He starts with Light Screen for protection, then lets loose with Thunderbolt, which has a higher success rate than the more powerful Thunder. With Swift, Electrode has a chance against Rock- and Ground-types—it'll hit them while they're using Dig. If things look grim, it's time for Explosion.

- Swift
- Light Screen
- Thunderbolt
- Explosion

Dodrio



While Jeremy recognizes that this Normal-and-Flying-type has weaknesses, Dodrio's high Attack and Speed ratings make it worthwhile. Tri-Attack is effective across the board, while Drill Peck harnesses the power of the Flying-type in a brutal attack. Jeremy uses Agility to boost Dodrio's Speed up another notch, and he keeps Mimic in reserve as a last resort against tough Pokémon.

- Mimic
- Agility
- Tri-Attack
- Drill Peck

Parasect

Parasect is ostensibly on this team as a secondary line of defense against Mewtwo (first line: Electrode's Explosion). Against most other Pokémon, Jeremy sets up with the high percentage Spore and then hacks away with the Critical-Hit-inducing Slash. Mega Drain is great for recovering lost HP, as is Leech Life—we might recommend replacing that Leech Life with Leech Seed for variety.

- Slash
- Spore
- Mega Drain
- Leech Life

Starmie

We're glad Jeremy put Starmie on the team, because we here at NP love this Pokémon to death. Psychic is a brutal attack, and since Starmie can Recover, it'll get the chance to use it often. Bubblebeam hits more often than Hydro Pump and is slightly more powerful than Surf—not to mention the fact it might cut into the enemy's Speed. Blizzard, while a gamble, is absolutely devastating when it hits.

- Psychic
- Recover
- Blizzard
- Bubblebeam

Dragonite

Jeremy's powerhouse is a mixed bag of tricks. With Bubblebeam, Fire Blast and Thunder, you never know what you're going to get, giving Dragonite the advantage of surprise. Of course, both Fire Blast and Thunder are gambles—they sacrifice accuracy for power—but when they connect they're brutal. Jeremy topped Dragonite off with Hyper Beam, which is the perfect finisher.

- Bubblebeam
- Fire Blast
- Thunder
- Hyper Beam

Exeggutor

Here's another of our favorite Pokémon. Jeremy's Exeggutor has Psychic, the strongest of the Psychic-type attacks. Sleep Powder is nearly 100% effective, and once the opponent is catching some Zs, Exeggutor can charge up a Solarbeam and let fly with Grass-type fury. Jeremy uses Barrage as a finisher and as what he calls "an annoyance attack." Jeremy came, he annoyed, and he conquered. Right on!

- Barrage
- Psychic
- Sleep Powder
- Solarbeam

Gallery

VENU SAUR by: Nathan Volk from: Rochester, N.Y. POKéMON

#3 Venusaur
Nathan Volk
Rochester, NY

#151 MEW

#151 Mew
Simon Wong
Hanover, ON



#105 Marowak
Tom Pogue
State College, PA



Officer Jenny
Zack Gephardt
Suffolk, VA

Submitted art becomes property of Nintendo Power.

Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Hot off the Press

The only thing more fun than playing with Pokémon toys is checking out the latest wave of 'em. We had the honor of attending Toy Fair 2000 in New York City this year, and the sneak peek at the 2000 Pokémon lineup has us craving more.

Toys, Toys and Even More Toys

SCRATCH OFF!

Obviously there were more toys than you could shake a stick at at in New York, and, as expected, Pokémon was a powerful presence. Hasbro put on a miniature show of Pokémon products, showcasing kid models strutting the catwalk with all manner of new stuff from Hasbro, Nintendo, Wizards of the Coast and Tiger Electronics. We saw a Pokémon Battle Stadium, which is an electronic battle arena that you plug your Pokémon figures into to fight, as well as Pokémon Scratchees, a scratch-off minigame pictured at left. There were plush characters, racers and Action Combat Figures that feature actual attacks. There was much more than we can show here, but trust us—it'll be a good year.



There's a dentist's nightmare worth of Pokémon candy headed our way, from lollipops to gummies to gum. Our favorite had to be these Candy Catchers from Toy Site, though—the Pokémon reach down and pick up the candy for you!

These battle figures contain an electronic chip that keeps track of how many battles they've won or lost in the Battle Stadium.



Micro Machines playsets will arrive in the summertime, recreating various areas of the Pokémon world like Viridan City and Celadon City.

Toy Site was also responsible for those excellent Pokémon dog tags you saw in '99. They're continuing the winning tradition with Gold Edition Dog Tags and Collectible Movie Edition Dog Tags. Next up: dog tags for dogs (just kidding).



And there, presiding over it all, was Pikachu. Although we knew it was only an enormous stuffed doll of the popular Electric-type, we couldn't help asking a security guard if they were using it to power the show. The guard didn't laugh. And then he told us to get away from Pikachu.



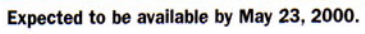
Alpi, which is already well-established in glow-in-the-dark decorations, is coming out with eight different collections of Pokémon themed stickers. You can make a universe of Pokémon constellations!

For more Pokémon news, be sure to check out www.pokemon.com!

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INTERNATIONAL TRACK & FIELD 2000®

So you think your fingers are fast enough to grab hold of a gold medal? Don't bet on it—Konami's track-and-field-and-swimming-and-gymnastics-and-weight-lifting-and-trapshooting game doesn't just look like a champ. It competes like one, too.

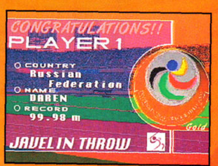






GET SET

While real-life sports require you to have arms, legs, pecs and even nerves of steel, this season's video track meet requires you to exercise fingers of steel. And that steel had better be well-oiled, too, because International Track & Field 2000 is yet another in Konami's long line of adrenaline-charged, finger-numbing athletic button-mashers. The first T&F title for the N64 (a cousin to Nagano Winter Olympics '98) boasts winning graphics and four-player competitions in 14 events that take you everywhere from the track and field to the gymnasium and shooting range. And with such a wide range of events, there's a sporting chance you could even develop buns of steel—especially since going for the gold will take hours of couch time.





EVERYONE E CONTENT RATED BY ESRB

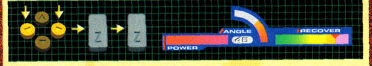
TRIAL MODE

The gold medal score printed to the right of each event name is the best that the CPU athletes will ever score in that competition. If you beat that score by just a centimeter or a fraction of a second, you'll be guaranteed a first-place finish.



High Jump — GOLD 2.36m

Before you begin, tap top C to set the bar height (two meters is the max for your first attempt). You'll have three chances to clear the bar every time you set it at a new height.



For any event requiring you to build up power, you must alternately tap left and right C. You can also use A and B instead, which may be easier to hit.

Approach



Build your speed during your approach, then press and hold Z when you set foot in the red zone, right before crossing the white line.

Jump

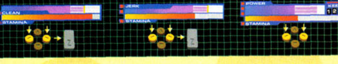




Release Z when the Angle Meter hits 45 degrees, then tap Z again when the Recover Meter reaches the highlighted zone.

Weight Lifting — GOLD 250.0kg

Though hardly as draining as pumping real iron, Konami's clean and jerk likewise will test your stamina and dexterity since it requires you to power up three meters.



The first meter determines the clean or lift, the second determines the jerk or lunge, and the third determines how long you hold up the weight.

Clean and Jerk



As you power the first two meters into the gauge's highlighted zone, hit Z while the yellow needle pulses into the highlighted area.

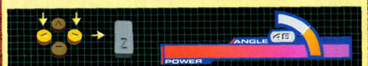
Stamina



Once you've heaved the weight above your head, alternately pound the C Buttons as fast as you can to keep the barbell raised.

Javelin Throw — GOLD 90.25m

In the Javelin Throw, your momentum will cause you to lunge ahead a few steps after you've thrown, so initiate your toss three or so paces before reaching the foul line.



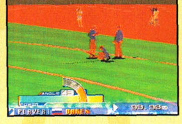
Tap the C Buttons to run, then hit Z after you sprint past the photographer's table to throw and finish your approach just short of the foul line.

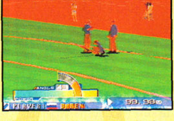
Approach



The key is to know when to throw. Leave yourself enough room so you won't stumble across the foul line after you've hurled the javelin.

Throw

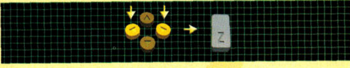




If you release Z when your Angle Meter hits 45 degrees, you'll send your javelin sailing along the best possible trajectory.

110m Hurdles — GOLD 13.27sec

Dashing 110 meters wouldn't be so tough, except someone has placed ten hurdles in each lane. Timing is everything, so make surefooted leaps to keep your power running at the max.



While tapping the C Buttons (or A and B) to run, hit Z to jump. Since you'll close in on the hurdles quickly, catch air early to clear each one.

Jump



You can crash into a hurdle, sail over one but catch your foot on it, or jump clear over it. Clear it by leaping early.

Run



No matter what happens—even if you miss a hurdle—maintain your running power. In the end, your speed will make the difference.

100m Freestyle

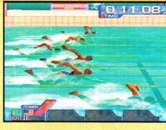
GOLD 0:49.32min

While the other events emphasize timing and coordination, the 100-meter Freestyle is a pure test of endurance. The big swim lasts close to 50 seconds, and, for the entire race, you must pound the C Buttons as fast as you can to stay afloat.



As in any other power- or speed-building event, you must rapidly tap the C Buttons or A and B. Pause the game to view the alternate Controller setups.

Stroke



To keep the lead, you must maintain a swift enough button-mashing pace that keeps your meter colored red instead of washed-up blue.

Finish



If you can keep your meter in the red for most of the race and finish at or under 49.32 seconds, you'll soak up a gold-medal victory.

Hammer Throw

GOLD 76.25m

In the second throwing event, you must rotate the Stick to power your windup enough to send your hammer hurtling through the air. To nail the best (and blisterless) results, hold the Stick with your thumb and index finger as you spin it.



Spin the Stick until the Swing Counter hits zero. Press and hold the Z Button to set your angle, then release it to set your hammer in flight.

Swing



Keep rotating the Stick until the Swing Counter reads "0," then press and hold Z as soon as the meter enters the wedge at twelve o'clock.

Throw



As you hold Z, the Angle Meter will fill. Release Z when it reaches the line at the halfway point to throw at a 45-degree angle.

Pole Vault

GOLD 5.84m

The Pole Vault works like the High Jump, except you don't need to worry about your angle of approach. Instead, you must worry more about timing, since you'll have only a small window for executing your Timing and Recover actions.



Run then hit Z when your Timing Meter hits the arrow. Immediately after that, your Recover Meter will fill up. Hit Z when it reaches the arrow.

Plant



When you reach the mat, you'll automatically plant your pole. To vault, tap Z when the Timing Meter hits the highlighted zone.

Vault



No part of your body can touch the bar as you sail over it. Pull off the feat by hitting Z in conjunction with your Recover Meter.

Horizontal Bar

GOLD 9.60pts

T&F 2000 sports two gymnastics events, and only the Horizontal Bar is playable when you first begin Trial Mode. Like the other gym competition, you must execute random routines, so the button combos will vary with every go-around.



Though the precompetition tutorial recommends that you use the Control Stick to execute your sequences, using the Control Pad may be easier.

Routine



By tapping the Z Button while your meter enters the highlighted area of the gauge, you'll initiate a sequence in your routine.

Dismount



If you press the Pad or Stick according to the sequences that appear and beat the timer, you'll pull off your moves or dismount.

Long Jump

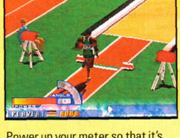
GOLD 8.20m

The Long Jump setup is similar to the High Jump. Begin leaping as close to the foul line as possible for max distance.



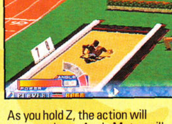
Quickly run for the foul line, then press and hold the Z Button right before you cross it. Release Z when your Angle Meter reaches 30 degrees.

Approach



Power up your meter so that it's well into the red by the time you close in on the foul line. Press and hold Z to begin your jump.

Jump



As you hold Z, the action will pause and your Angle Meter will fill up. Release Z when the meter hits the gauge's 30-degree line.

100m Dash

GOLD 9.98sec

A 100-meter foot race is no sweat compared to 100 meters of Freestyle. The foot race lasts for only 10 seconds or so.



Like the Freestyle, only briefer, the Dash has you pounding the left and right C Buttons or the A and B Buttons to maintain speed.

Dash



Since the race is short, getting off to a good start will make a difference. After "Set" fades, "Go" will appear one second later.

Finish



You must alternate between buttons when pounding them or you won't hit your stride or pump your meter up to the maxed-out red zone.

SECRET EVENTS

Only 10 of the game's 14 events are available when you first give Trial Mode a spin. To unlock the remaining events, you must medal in all 10 events. All bronzes will unlock the Trapshooting and Vault events. A silver-medal finish in all events will earn you the 13th competition, the 100-meter Breaststroke, while scoring gold medals across the board will open the Triple Jump.

Trapshooting

GOLD 340pts

At the shooting range, you'll have six shots per attempt. Use them wisely, since there's little leeway for error.



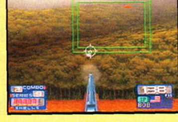
You'll have two targeting setups, Normal and Reverse, to choose from. In either scenario, the Stick will control your sights and Z will fire.

Aim



Hit A to begin each of the 10 waves of targets. The Combo Counter will display the number of targets to be launched in that round.

Shoot

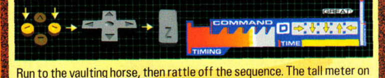


The helpful green targeting boxes will lead you to your targets. Set your sights on them to zero in on the airborne clay targets.

Vault

GOLD 9.70pts

The Vault is one of the game's few events for females, and its combo-based system works much like the Horizontal Bar.



Run to the vaulting horse, then rattle off the sequence. The tall meter on the right side of the screen will drop. Hit Z when it hits the yellow.

Routine

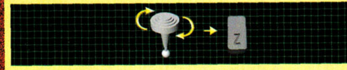


Build up your approach. Right before you reach the horse, a Control Pad sequence will appear. Punch it in before the time runs out.

Dismount



Once you've finished the sequence, watch the vertical Landing Meter on the right. When it hits the yellow line, tap Z, L or R.





100m Breaststroke

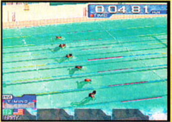
GOLD 1:05.27min

Though hardly as grueling as the 100-meter Freestyle, the Breaststroke event nevertheless is 100 meters of rough sailing. Precise timing will help you keep your head above water.



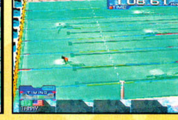
As the needle ticks back and forth in the Timing Meter, hit the L or R Button just as the needle hits the corresponding side of the gauge.

Stroke



Time your button-presses for when the needle slides past the section of the meter that's been cut away to fit the word "TIMING."

Finish



If you tap L or R when the needle is about halfway between "TIMING" and the edge of the meter, you'll nail a "Great" stroke.

Triple Jump

GOLD 17.49m

Winning Gold in every Trial Mode event will unlock the last competition. The Triple Jump is probably the trickiest event since it requires three swift, well-timed button-taps.



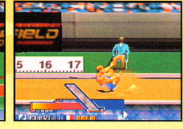
Run so your Power Meter hits the red. Hit Z before reaching the foul line, then hit Z whenever the Timing Bar hits the bottom.

Hop and Step



In the Triple Jump, you'll take two small leaps before bounding for the distance. Jump at the foul line, as in other jumping events.

Jump



When the Timing Bar bottoms out where the red arrows point, hit Z to take your step and a flying leap for the distance.

CHAMPIONSHIP MODE

While Trial Mode allows you to compete in individual events, International Track & Field 2000's Championship Mode will run you through an eight-event schedule with a cumulative scoring system. The three-day marathon event will culminate in the Presentation ceremony that rewards the top three scorers with medals as well as a privileged look at the game's ending credits.

Day 1

- 100m Dash
- Triple Jump
- Javelin Throw

100m Dash



Only six runners can race at a time, so even if you finish first in your heat, you may be bested by the other heat.

Day 2

- 100m Freestyle
- High Jump
- Weightlifting

100m Freestyle



While the Freestyle, Dash and Hurdles are mainstays of Championship Mode, other events on the schedule may vary.

Day 3

- 110m Hurdles
- Vault
- Presentation

Presentation

At the Presentation, all of your scores will appear so you can see where you faltered or what landed you the medal.

A GOLD-MEDAL FINISH

T&F 2000 may lack the Olympics license, but it's still a, world-class competitor. The four-player compatibility and (optional) N64 Expansion Pak-enhanced graphics definitely make the button-masher worth a look. But whether your fingers can take it is another matter. Fortunately, alternative Controller setups accommodate even the most butterfingered of track star hopefuls.

ARE YOU AFRAID OF THE DARK? see page 24
New Cure!

THE TOP SECRET
Information You're Not Supposed to See! see page 36

IS THE DECK STACKED see page 112
Against YOU?

NATIONAL MUSHROOM KINGDOM April 1, 2000

GOOMBA GAZETTE

1 BLUE RUPEE / *CANADA 1 RED RUPEE* *www.nintendo.com* *It's News to Us, anyway.....*

MARIO PARTIES YOU WEREN'T INVITED TO!

Mario Party is a fantastic, fun-filled fete that everyone loves, so, naturally, there is now a super sequel. But did you know that Mario Party 2 was almost a slumber party? Believe it! And that's not all. Mario Party 2 might not have been such a fun fest if one of these other game concepts had been chosen!

Mario Slumber Party: It's a race to see who can unroll his or her sleeping bag the fastest in this amazing video game re-creation of a slumber party. Who will be the last to fall asleep? Toad? Who can eat the most popcorn? DK? Who snores? Peach? Find out tonight!

Mario Pizza Party: Pick your toppings, wait 25 minutes for the virtual pizzas to bake, then dig in! This one is for the Clean Plate Club member in your family! Watch the dripping cheese!

Mario Tupperware Party: Mario loves to keep food fresh, and now he shares his secrets with you! It's all here: pitchers, food containers, lunchboxes and much, much more! Finally, a game for people who love virtual, multicolored containers!

KIRBY'S PUFFY PINK PEARLS OF WISDOM



It's time once again to sit at the feet of the persuasive pink philosopher Kirby, as it imparts the fluffy pink wisdom of the ages.

- Leave no bricks unsmashed—who knows where a coin will turn up?
- If wishes were Ponyta, every one would ride.
- Every cloud has a silver lining, but you can't reach it until you've found the warp.
- A Controller in the hand is worth two at your friend's house.
- When the going gets tough, the tough buy an Official Nintendo Player's Guide.
- A gamer who doesn't brag has nothing to brag about.
- Do not fear your enemies, for they are easily inhaled.

LOCH NESS MONSTER REVEALED!



Congratulations to a Mr. A. Ketchum of Pallet Town, Pokémon World. His astonishing photo of the Loch Ness Monster has won him ₽1,000,000 or a new bike. Way to catch' em, Ketchum!

Ape Goes Bananas—The TV Interview You'll Never See

A world-renowned reporter who has requested anonymity has come forward to the National Mushroom Kingdom Goomba Gazette with a videotape of an interview with Donkey Kong she conducted for a television special that was to air in March. We've taken the juiciest bits completely out of context for the discriminating Goomba Gazette readers.



DONKEY KONG SPEAKS

Reporter: Donkey Kong—may I call you Donkey?

DK: No.

Reporter: Mr. Kong...

DK: DK is fine.

Reporter: DK, is it? Okay, DK. Now I forgot the question.

DK: I'll wait.

Reporter: Thanks. Now then. DK, a Mr. Cranky Kong has gone on record as saying that he is, in fact, the "Original Donkey Kong" people remember from the arcade games. How do you explain this?

DK: No comment.

Reporter: DK, "no comment" is a comment.

DK: Okay, then, none of your beeswax.

Reporter: Well, DK, the people want to know.

DK: Sorry. No can do. Ask me another question, though. This is fun!

Reporter: All right. I was reading the list of characters in your latest blockbuster video game, Donkey Kong 64, and I noticed something alarming. Donkey Kong, Diddy Kong, Lanky Kong, Tiny Kong, Chunky Kong, Cranky Kong, Funky Kong and Candy Kong. Is it just me, or do you all have the same last name?

DK: Yes, Candy Kong has the same last name as I do. And Diddy. Everyone has the same last name—Kong. What's your point?

Reporter: Well, the phone book in Donkey Kong Country must be...

DK: All K's.

Reporter: I see.

There you have it, readers. Has Donkey Kong gone ape? Pick up the National Mushroom Kingdom Goomba Gazette next week and maybe by then we'll know!

KAZOOIE'S RUMOROONIES

I WANT IT THAT WAY!

Our Goombas in LaLa Land have uncovered a tantalizing secret—hot on the heels of Dolphin and Game Boy Advance comes the next-generation Virtual Boy, codenamed VBB. And what does VBB stand for? Well, it seems that Nintendo knows a good thing when it sees it, and it has inked a deal with pop wunderkinds the Backstreet Boys to produce the Virtual Backstreet Boy. Ahh, what new realms of larger-than-life gaming are possible with the Virtual Backstreet Boy? Our lips are sealed!

RECIPE FOR HEALING

Samus Aran has been touring software and toy stores in support of her touching, heartfelt book, Chicken Soup for the Video Gamer's Soul. Aran, whose author's bio gives her age as "old enough," says the book's focus is on personal anecdotes of video gaming—the winning, the losing, the high scores and the best times. "Any gamer will find solace within the pages of this book," Aran said, blinking back tears. "It's for anyone who is a gamer—or who loves a gamer. It's all about understanding." You said it, Samus!

LINK'S AWAKENING

This week's ep of VH1's ground-breaking new spin-off of Behind the Music, Behind the Game Pak, features the life, loves, loss and legend of teen heartthrob Link, the inspiration for the video game juggernaut that is The Legend of Zelda. "I mean, come on—am I a kid, am I a teen, am I an adult, or what?" Link says in the opening sequence, which also deals with his on-again, off-again relationship with Zelda. "Hello, am I the star or am I the star? Why is it always 'Legend of Zelda' first, then something about Link—or nothing about Link? I'm sorry, but I do all the work. She sure is pretty, though..." See more April 1st—tonight—when this Behind the Game Pak debuts!

Quiz-Show Quarrel

Tempers flared on a balmy night out at Trader Vic's. It seems Toad, host of Mario Party and Mario Party 2, was sitting down to a nice steak—a strict carnivore, Toad would never harm another vegetable—when a well-known host of a very popular television game show waltzed by with his entourage. "Hey copycat!" the swarthy host shouted at the handsome (and single!) fungus. Although clearly offended, Toad nevertheless calmly pointed out that Mario Party predated the television game show revolution by months, and that it's "much more fun than watching a show on TV, anyway."

AMERICA'S MOST WANTED

WANTED



TONIC TROUBLE™

- Troublemaker (alias: Super Ed)
- Last seen saving world with his bow tie and a stick
- Bumbles, fumbles, makes a mess of everything
- Outsmarts tomatoes, toasters, carrots, the Evil Grögh
- Can solve loads of mind-bending puzzles and traps

"It's a mess of fun"
- Nintendo Power









WANT

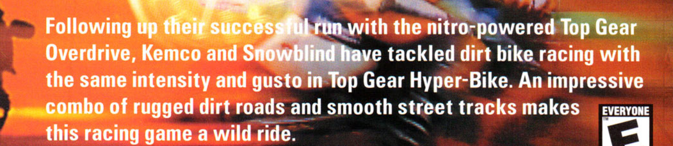


ROCKET:ROBOT ON WHEELS™

- Extremely advanced robot
- Last seen saving a massive amusement park
- Builds & rides a super fast rollercoaster
- Fully Equipped with blast visor, tractor beam, rocket boosters and 7 cool cars
- Rocks, rolls, freezes, smashes, & throws just about everything!

"...one of the most innovative platform games to come out in a long, long time..." - Nintendo Power

TOP GEAR HYPER-BIKE™



Following up their successful run with the nitro-powered Top Gear Overdrive, Kemco and Snowblind have tackled dirt bike racing with the same intensity and gusto in Top Gear Hyper-Bike. An impressive combo of rugged dirt roads and smooth street tracks makes this racing game a wild ride.

EVERYONE E CONTENT RATED BY ESRB

THE ROAD LESS TRAVELED

Similar to Overdrive, Hyper-Bike is more of an arcade adrenaline rush than a realistic sim, but there's still a respectable degree of physics and authenticity in the action. For starters, there are more than 15 different bikes, from smooth-riding Kawasakis to road-dusting Yamahas. Tracks are detailed and complex, and you can even design your own with the fantastic Track Editor. But the highlight of the game is still the high-octane rush. After all, nothing beats a side saddle off the back end of a huge hill.

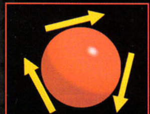




ROADSIDE ATTRACTIONS



Nitro Burst



Your bike will be injected with a sudden surge of energy when you ride over a Nitro Burst.

Nitro Boost



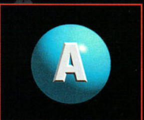
Unlike Nitro Bursts, the Boosts can be saved and accumulated for use at a crucial time later in the race.

Super Nitro Boost



Riding over a Super Nitro Boost gives twice the power of a regular one. It is added to your storage.

Hidden Letters



The alphabet is scattered throughout various tracks. Collect every letter to unlock goodies.

DON'T FORGET YOUR HELMET

Whether you prefer speeding as fast as possible on open roads, soaring high into the air and performing gravity-defying stunts, or competing on tough tracks against challenging opponents, Hyper-Bike will satisfy your adrenaline cravings.



SINGLE RACE

This is the perfect mode to get a feel for the game or to take it slow and search for hidden shortcuts. As the game begins, four tracks are at your disposal, although only one is a championship track. Open more by winning tournament races.

Celtic Coastline



A simple dirt track is the best place to get your feet wet, and the scenery isn't bad either.

Egyptian Ruins



The first street track will train you to slow down as you approach the numerous sharp corners.

TIME ATTACK

Speed is the key in Time Attack Mode as you race against yourself and try to top the fastest recorded mark on the track. After you complete three laps around a course, you can try again and go head-to-head with a ghost image of yourself.

Beat the Best



Track records are in the upper-left corner. Don't get distracted by keeping an eye on the clock.

Ghost Rider



Racing against yourself can be a little spooky, but get over it and leave yourself eating dust!

TRICK ATTACK

Looking for a greater test of your skills and finesse? The Trick Attack allows you to pull off stunts and earn points for each successful maneuver. Each track has its own record, and once again you can face off against your ghost image.

Trick Tutor



Learn how to become a high-flying aerial act by running through each trick in the easy tutorial.

Trick Points



Find huge hills to demonstrate complicated skills, but don't run out of time between checkpoints!

CHAMPIONSHIP

Okay, enough messing around—it's time for the real competition. Championship Mode pits you against 11 other bikers throughout various seasons that get progressively harder. Each season reveals a set of increasingly difficult tracks.

Finish First

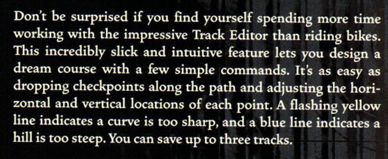
The higher you finish each race, the more points you'll earn to advance to the next season.

New Rides



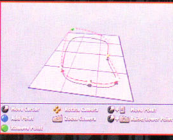
After you successfully complete a season, you'll be rewarded with a set of new, more powerful bikes.

TRACK EDITOR



Don't be surprised if you find yourself spending more time working with the impressive Track Editor than riding bikes. This incredibly slick and intuitive feature lets you design a dream course with a few simple commands. It's as easy as dropping checkpoints along the path and adjusting the horizontal and vertical locations of each point. A flashing yellow line indicates a curve is too sharp, and a blue line indicates a hill is too steep. You can save up to three tracks.

Master Designer



Your personalized track can be saved and accessed in Single Race, Time Attack and Trick Attack.

Take a Spin



Before you save a track, you can be the first to give it a test run and make further adjustments.

GETTING DOWN AND DIRTY

Dirt tracks are generally slower than city streets but typically contain fewer sharp corners and bothersome obstacles. These courses give you the best opportunity to showcase your aerial skills, but steep hills will slow you down. Florence, Italy, has monstrous jumps perfect for Trick Attack, while the Redwood Forest is a quick ride through rough terrain.

CONGO JUNGLE

KEY: ★ Easy ★★ Medium ★★★ Difficult

The few sharp corners and dangerous obstacles allow you to ride a speedy, light bike on this dirt track. Take advantage of as many speed boosts as you can. Recommended Bike: Kawasaki KX125.

Busted Bridge

Stockpile



At the start of the race, pick up a Nitro Burst so that you'll soar over the bridge.

You can collect Nitros by taking the shortcut on the left or making a leap on the main track.

Slow Down



The final turn is a sharp one, and you could miss the checkpoint if you slip down the steep ledge.

DIRT TRACKS

- Celtic Coastline ★
- Egyptian Ruins ★★
- Congo Jungle ★★
- The Swiss Alps ★★★
- Florence, Italy ★★★
- Redwood Forest ★★★
- Crater Run ★
- Stunt Pit ★★
- Stadium Race ★★
- Moto Fun I ★★
- Moto Fun II ★★
- Moto Fun III ★★★

FLORENCE, ITALY

You may spend more time in the air than on the ground racing this dizzying, roller-coaster track. Get a bike with a strong engine for the steep hills. Recommended Bike: Yamaha YZ250.

Quick Start



Get a jump on the pack and blast around the first sharp corner with a turbo boost to start the race.

On a Limb



Take your chances going for the Nitro that sits atop the ledge on the first big drop of the track.

Air Control



There are two breathtaking jumps on this track. Turn your wheel to the right for a solid landing.

Engine That Could



The final hill is steep, so be sure to save some Nitros and use them on this difficult incline.

REDWOOD FOREST

The short and bumpy ride through the Redwood Forest could leave you feeling a little sick unless you take advantage of the risky shortcuts. Your bike should have plenty of speed and great low-end power. Recommended Bike: Yamaha YZ426F.

Ride the Logs



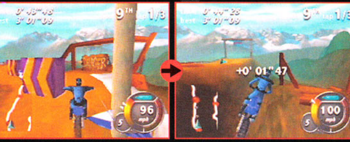
If you gain enough speed and attack the logs at the right angle, you can slide across each one and collect several extra Nitro Boosts.

Hidden Road



Take a quick right off the second log onto the beaten path. Collect items and be prepared to make a jump back onto the main track.

Leap of Faith



Since the Redwood track happens to be so short, you'll want to use every advantage possible. After winding around the waterfall, watch for a DANGER sign on the right side of the road. Gain plenty of speed and crash through the wooden barrier, returning to the main track ahead of the competition.

NOT-SO-EASY STREETS

Racing on pavement feels like a completely different game. Unlike on dirt tracks, your bike will be sailing across the roads without hindrance. As a result, you'll want to use bikes with top-notch handling to navigate wicked corners. The street experience isn't as acrobatic, but it offers a more realistic racing environment. Think of it as two games in one.

STREET TRACKS

- Celtic Coastline ★★
- Egyptian Ruins ★★
- Congo Jungle ★
- The Swiss Alps ★★★
- Florence, Italy ★★★
- Redwood Forest ★★★
- Florence Fun ★



EGYPTIAN RUINS

This is a fairly short and uneventful course, although you can grab plenty of boosts if you break through barriers and take hidden paths. Recommended Bike: Kawasaki ZX7R.

Crash Test



Bust through the flimsy red walls on either side of the track to reveal an open road and some boosts.

Enter the Temple



Look to the right of the first pyramid and take the faint dirt road. Blast into the large temple for a Red Nitro Burst and Super Nitro.

Hug the Corners



The street tracks contain more sharp turns, so don't lose control when rounding the bend at high speed.



THE SWISS ALPS

Testing your ability to fly down straightaways then adjusting quickly for a series of sharp turns are what this course is all about. You'll definitely want a bike with a strong engine and superb handling. Recommended Bike: Cudati S750.

Goodies in Gazebo

At the start of the race, drive straight through the open gazebo and pick up a quick Nitro for later use.

Proceed With Caution




Some stretches of the course will suddenly twist one way and then another. Prepare to slow down quickly.

Decisions, Decisions



If you're up for a small risk, take the blocked road on the left to collect a letter and a Nitro Burst.

Straightaways



After winding around the nasty corners, blast some turbo boosts to soar down the straight stretches.

NEW FRONTIER

Completing seasons and collecting letters will help you unlock more bikes and tracks. For some real fun, there's a super-speedy moped and an insanely powerful, challenging Bison.

Always Upgrade

You may be comfortable with an easy-riding machine, but you'll need more power to win seasons.

New Journeys



All in all, there are more than 12 tracks, including the wild Moto Fun III with tons of jumps.

FINISH LINE

Even after you've conquered the seasons and unlocked all the secret bikes and tracks, Hyper-Bike will keep you entertained with its easy-to-use Track Editor and high-flying Trick Attack Mode. Some courses like Florence, Italy, and Moto Fun III could be raced a million times without becoming a bore. With multiplayer mode, instant replays and a combo of on-and off-road racing, it doesn't get much better than this.



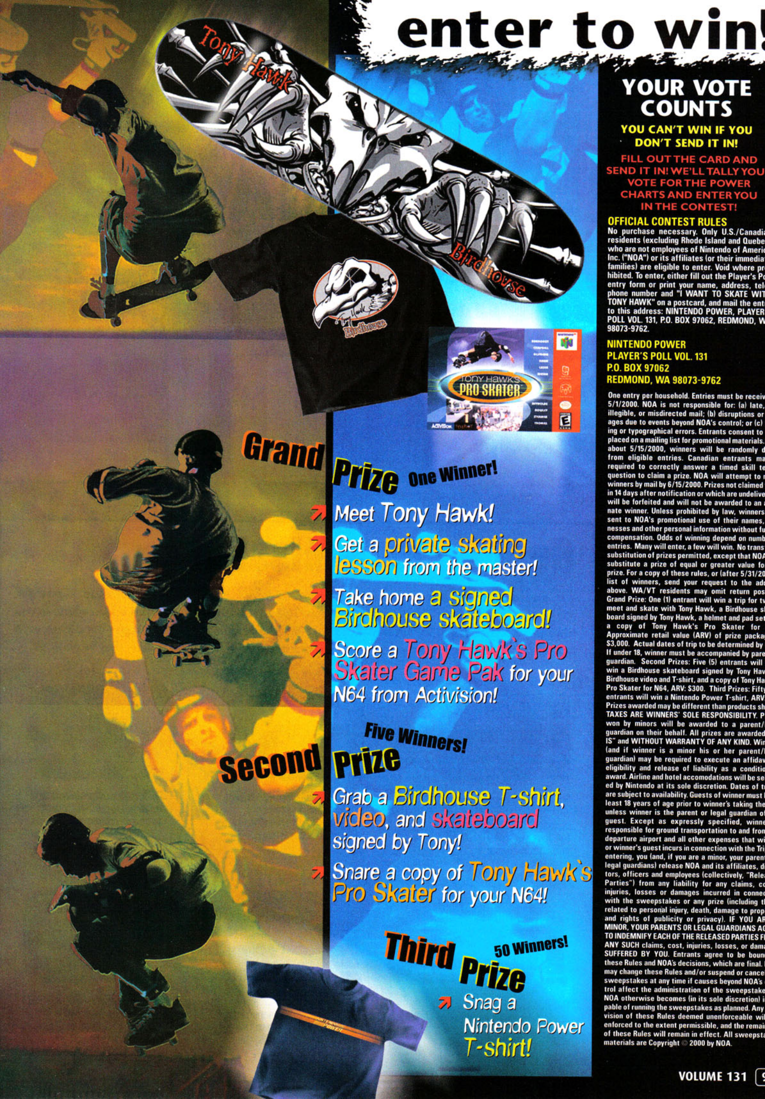


SKATE WITH TONY HAWK!

have him sign your new Birdhouse skateboard!

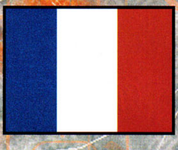
ACTIVISION

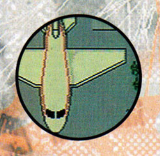
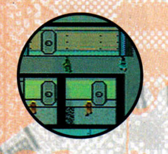
Photos: Grant Brittain.


enter to win!
Tony Hawk
Birdhouse
Tony Hawk's Pro Skater
Grand Prize One Winner!
Meet Tony Hawk!
Get a private skating lesson from the master!
Take home a signed Birdhouse skateboard!
Score a Tony Hawk's Pro Skater Game Pak for your N64 from Activision!
Second Prize Five Winners!
Grab a Birdhouse T-shirt, video, and skateboard signed by Tony!
Snare a copy of Tony Hawk's Pro Skater for your N64!
Third Prize 50 Winners!
Snag a Nintendo Power T-shirt!
YOUR VOTE COUNTS
YOU CAN'T WIN IF YOU DON'T SEND IT IN!
FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!
OFFICIAL CONTEST RULES
No purchase necessary. Only U.S./Canadian residents (excluding Rhode Island and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the Player's Poll entry form or print your name, address, telephone number and "I WANT TO SKATE WITH TONY HAWK" on a postcard, and mail the entry to this address: NINTENDO POWER, PLAYER'S POLL VOL. 131, P.O. BOX 97062, REDMOND, WA 98073-9762.
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REDMOND, WA 98073-9762
One entry per household. Entries must be received by 5/1/2000. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 5/15/2000, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by 6/15/2000. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 5/31/2000) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: One (1) entrant will win a trip for two to meet and skate with Tony Hawk, a Birdhouse skateboard signed by Tony Hawk, a helmet and pad set, and a copy of Tony Hawk's Pro Skater for N64. Approximate retail value (ARV) of prize package is $3,000. Actual dates of trip to be determined by NOA. If under 18, winner must be accompanied by parent or guardian. Second Prizes: Five (5) entrants will each win a Birdhouse skateboard signed by Tony Hawk, a Birdhouse video and T-shirt, and a copy of Tony Hawk's Pro Skater for N64, ARV: $300. Third Prizes: Fifty (50) entrants will win a Nintendo Power T-shirt, ARV: $10. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accomodations will be selected by Nintendo at its sole discretion. Dates of travel are subject to availability. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH claims, cost, injuries, losses, or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are Copyright © 2000 by NOA.

Tom Clancy's RAINBOW SIX

Red Storm brings its war on terrorism to Game Boy Color with Rainbow Six, a surprisingly faithful adaptation of the N64 game—with an emphasis on strategy over shooting.

Gear Up for a Mission

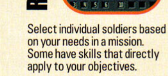
You and a team of international operatives known as Rainbow Six must stop a terrorist conspiracy to wipe out the planet's population. The terrorists you're after are on the alert, so you can't just go charging into the fray. Read through the briefings to get a proper handle on each mission, then put together your team. Successful missions don't just happen—they're planned.

Orders



Field operatives have risked their lives to bring you detailed intelligence reports for your mission. Use the information wisely.

Roster



Select individual soldiers based on your needs in a mission. Some have skills that directly apply to your objectives.

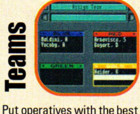
Gear



Different environments and enemies require different types of equipment. Select the right tools for each team member.

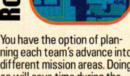


Teams



Put operatives with the best leadership skills in charge of teams. Others should have a skill specific to the mission.

Route



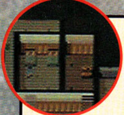
You have the option of planning each team's advance into different mission areas. Doing so will save time during the mission.

Engage



Another menu lets you shift your objectives while in the Action Phase of a mission. You can engage all the enemies or simply advance.

EVERYONE E CONTENT RATED BY ESRB



Operation: Cold Thunder

This mission into the heart of Africa forces you to rely on stealth rather than firepower. Hutu rebels have captured a group of World Health Organization researchers, including an expert on deadly viruses. You'll need to get them out of the jungle without bringing the entire rebel army down on your location. You'll need your night vision goggles at the start of the mission.






Select Stealth

Maldini, Arnavisca, Chavez and Hoider all get good scores in stealth and self-control—the two most important traits for this mission. They'll need to slip into the complex undetected.




Traveling Light

A light camo will serve your teams well on this mission—they'll have the greatest amount of exposure outside in the jungle. The quiet HK MP5SD5 is a good choice for a primary weapon.



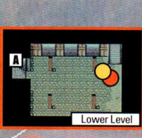
Show Restraint

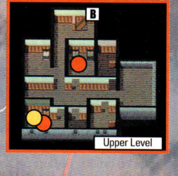
You won't win any points in this mission for eliminating all the rebels. Concentrate on getting to the hostages, then get out.

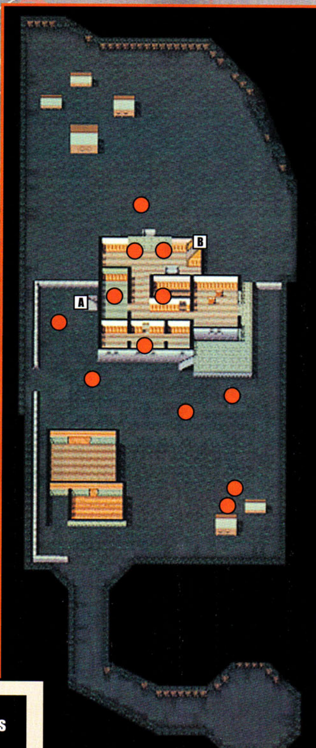


Make Your Flight

You'll need to escort the researchers back to your start location. The mission is completed once they're on the helicopter landing pad.



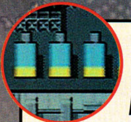




Map Key

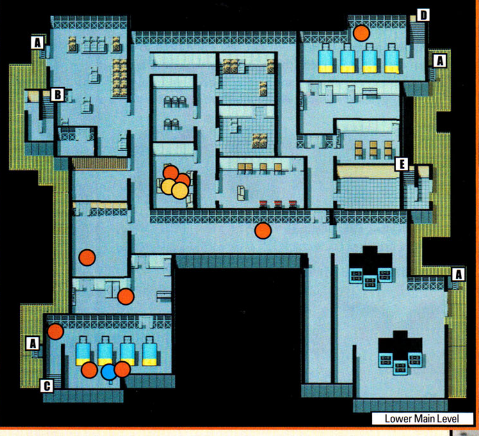
 Terrorists

 Hostages
 Explosives



Operation: Angel Wire

A terrorist organization that calls itself the Phoenix Group has taken control of an oil drilling platform in the North Sea. They've threatened to blow the rig sky high if their demands aren't met. To make matters worse, they're holding hostages at the center of the vessel. Quickly rescue the hostages then disarm bombs on two different levels before the terrorists make good on their threat.



Stairways marked A lead to a lower level (not shown here), where you start your mission. There are no mission objectives or guards on that level.




Bomb Squad

Hanley—an expert in both demolitions and electronics—is a natural for this team. Moronho's discretion also is in demand.




Technical Tools

The weapons you use in this mission are less important than the Demolitions Kit and Electronics Kit.



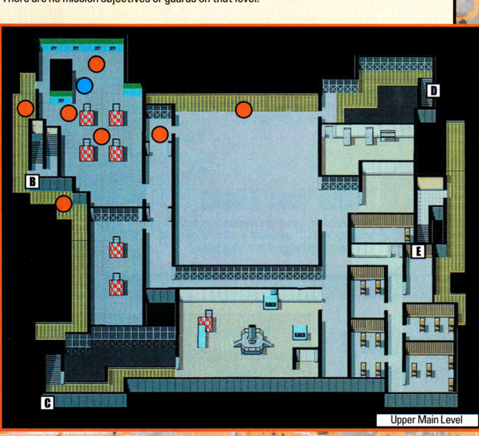
Grab Hostages

Eliminate the two terrorists guarding the hostages, but don't go hunting for other enemies to shoot.



Bombs Away

Bring up your Electronics Kit as your main item, then touch the bombs to disarm them.





Operation: Blue Sky

The Phoenix Group is threatening to blow up a large structure once again, and this time it's a dam in Eastern Europe. It's easy to get lost on the multiple levels of this mission, but your objectives are clear. One team needs to extract a terrorist informant from one level while everyone else works to disarm three bombs on three other levels. As in Angel Wire, you'll disarm the bombs by touching them after selecting the Electronics Kit from your inventory.



Early Detection

An Electronics Kit is once again needed for disarming bombs. Use the Heartbeat Sensor to detect enemies around the corner and the Flashbangs to blind them.

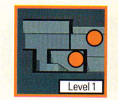


Save the Stoolie

Try to disarm the bombs first, then grab the turncoat terrorist and head out of the dam. Once you find him, he'll automatically follow you.

Level 2

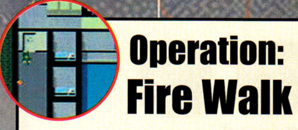
Level 3



There are terrorists waiting for you on the lower section of one of the stairwells, but the other two are clear. Enemies are waiting at just about every key access point, so keep your eyes open and your clip loaded with ammunition. Pay attention to the type of machinery and structures around you to avoid getting lost.

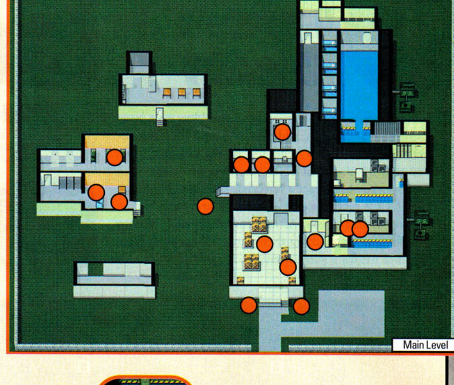
Level 4

Level 5



Operation: Fire Walk

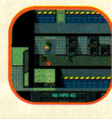
The Phoenix Group's diabolical plan is starting to unfold. The group has turned up in Idaho, where they are churning out enough biological agents to start a deadly epidemic. This mission is too important for a simple frontal assault—infiltrate the facility swiftly and incur minimal casualties. Split your teams to take control of both occupied buildings then seize control of the bioweapons.



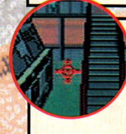
Bundle Up

Everyone on your team should be outfitted with a biosuit, given the facility's deadly atmosphere. You should also equip a Heartbeat Sensor and Frag Grenades to locate and dispatch enemies quickly.

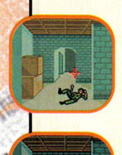


Sterilize the Area

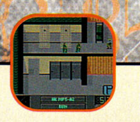
No enemies can escape the compound. Try to shoot the guards outside the main building first, then sweep the buildings.



Sharp-shooting



Stay on the alert when you descend a staircase—particularly in the Fire Walk and Razor Ice missions. Sometimes the game will slip into a first-person mode that requires you to target moving enemies like ducks in a shooting gallery. Drop them quickly before they turn their guns on you. Usually the game will send out a sequence of two enemies, so look for your next shot after you hit the first target.

End the Terror

The most difficult work is still ahead of you. Rainbow Six has uncovered some of the Phoenix Group's plan, but their exact aim is still a mystery. Future missions will take you around the world in search of answers. Your operatives will soon discover that the Phoenix Group is not just a fringe terrorist organization, but something far more dangerous. It will take all the resources of Rainbow Six to end the terror, but if you aren't careful, you may not have many of your team members left to finish the job. If you lose them on one mission, they won't be there for the next one. You always have the option of replaying a mission, however. Keep practicing until you become a flawless professional soldier.



Mario Golf

HOW DO I PLAY AS MY GBC CHARACTERS ON THE N64?

Would you like to put all that virtual golfing to good use? If you have Mario Golf for both the Game Boy Color and the N64—and a Transfer Pak—you can bring your Game Boy players into the world of 3-D. After installing the Game Boy Game Pak into the Transfer Pak, you will see a Transmit Screen that gives you the following options: Status, Game Boy Characters and Main Menu. Status allows you to load data from the N64 into your GBC Game Pak, Game Boy Characters allows you to load GBC players into the N64, and Main Menu ends the transmission. Tee off with transfered characters like you're starting a regular game. You can play with GBC characters on the N64 only by transferring them each time—they won't be saved on the N64 Game Pak. You can then download your experience points accrued on the N64 back into your GBC Game Pak.



Load your GBC characters into the N64 to earn experience points that can be transferred back into the GBC Game Pak.



When you've finished playing, select the transmit option on the Main Menu, then select Experience Points to transmit.

HOW DOES WEATHER AFFECT MY SHOT?

Most golfers prefer a calm, sunny day when they hit the links, but in Mario Golf you can't always pick and choose your environment. There will always be at least a little wind, and occasionally you will suffer through a downpour. You need to adjust for the severity and direction of the wind by aiming your shot in the opposite direction. The greater the wind speed, the more you'll need to adjust your shot. In head winds, you may want to go up a club in power. In the rain, you will want to either hit the ball harder or go up a club in power. The rain will take some distance off all your shots.



Pay attention to what the wind is doing throughout the game. Keep your trajectory low and aim your shot into the wind.



The rain is going to take distance off your shots, so hit the ball much harder than you would on a sunny day.

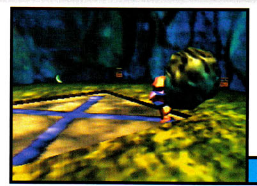


Putting can be extremely difficulty on a wet green. You'll need to overshoot the hole, but be careful not to hit the ball too hard.

Donkey Kong 64

WHAT DO I DO WITH THE BIG X IN JUNGLE JAPES?

You probably noticed an X on the ground with a boulder on top of it in your travels through Jungle Japes, but you might not have figured out what to do with it. Come back to the jungle as Chunky, then toss the boulder away. This relatively minor task will earn you a Golden Banana. Execute three Simian Slams on the X to smash through the thin ground and enter a spooky underground world. The torchlit cave contains several new tests for Chunky and his Pineapple Launcher.



Toss the boulder aside to find a Golden Banana among its crumbled remains. The X awaits your three Simian Slams.



The ground will give way beneath your feet—but that's a good thing. The underground area has plenty of treasure.

WHAT'S THE BEST WAY TO HERD BEAVERS?

One of the more challenging Bonus Games is Beaver Bother, which charges you with herding beavers into a hole in the middle of the screen. These slippery mammals will thwart you again and again if you focus on one specific animal at a time. Instead, you should herd in bulk. Take your Klaptrap herding reptile on a circular route around the hole, dipping in at places to give the rodents a little added incentive to jump. Keep moving, and keep the beavers between you and the hole.



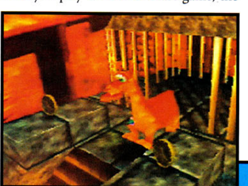
You'll never finish the task in the allotted time if you try to focus on one specific beaver at a time. Try to herd them all at once.



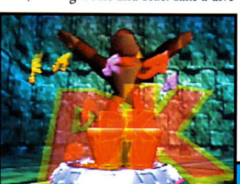
Follow a circular path around the beavers to coax them toward the hole. Eventually they'll start falling in one at a time.

HOW DO I FREE LANKY?

The ornery orangutan is locked up in a subterranean jail cell in the Angry Aztec level. It's up to DK to spring him, but the head ape will have to help a llama first. After you play the Barrel Blast game, the llama will escape and wait inside his temple. Use coconut power to enter the temple, then play the bongos to wake up the furry pack animal. He'll spit into the toxic water, making it safe and blue. Take a dive into the water, where you'll find an opening that leads to Lanky's hidden prison. Once you find him, freeing him will be a simple matter of shooting a switch. One more Kong is ready for action!



First things first: You'll need to free the llama before you can get into the Llama Temple where Lanky is locked up.



Environmental experts have determined that llama spit renders toxic water clean. Playing the bongos is known to stimulate salivary glands.



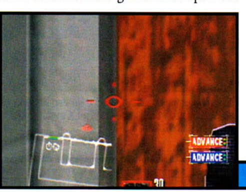
Dive down to the underwater opening to enter a chamber where Lanky is imprisoned. Shoot the Coconut Switch to spring him.

Rainbow Six

HOW DO I DISARM THE SECURITY SYSTEM IN DEEP MAGIC?

The key to this mission is to avoid detection by the guards. You'll need to disable the system before you can download the files, which is your course objective. There are two options for entering the building from the roof: One takes you down a stairwell, the other into the elevator shafts. The elevator shaft works better. Climb down the ladder then wait for the guard to pass by the door. Eliminate the guard then open the door to the left of the desk. The alarm will start to go off—ignore it. Hit Down on the Control Pad and the bottom C Button simultaneously to disarm the system. You'll have free access to the computer room.

Find the ladder from the roof to access the lower level of the elevator shaft. Be patient—there's a guard walking around outside.



Watch the floorplan in the lower-left corner of the screen to locate the guard. Wait for him to pass by, then open the door and tag him.



Ignore the alarm after you open the door by the desk. Hold down the bottom C Button and Down on the Control Pad to slowly disarm the system.

HOW DO I EXTRACT THE HOSTAGE IN LONE FOX?

Wait by the side of the road for the motorcade to pass. The cars stop just beyond your location for a staged wreck. Keep your distance and let your gun's automatic targeting do the work. You should be able to drop all of your targets without hitting the kneeling hostage. The distance is too far to try manual targeting, and you'll jeopardize your team if you get too close. After neutralizing the threat, get to the accident scene then escort the hostage back to your start area.



Let the motorcade pass by your initial position before you open fire. Your gun's automatic targeting will do the work.



The kneeling hostage should be safe if you hit the gunmen quickly. Escort the hostage back to the area where you started.

WHAT DO I DO AFTER RESCUING LANG IN BLACK STAR?

After surviving the many hostile guards in the early part of this mission and finding Lang in the heavily guarded Shack, you may think you've completed your objectives. If you're playing on Veteran level or above, however, you'll need to find two more hostages in a separate building. Follow the covered walkway to the next building. Open the door, but beware of guards that will come out of rooms firing. The two hostages are in a room together to the right. Escort everyone back to the start.



There won't be many guards outside the second shack by the time you enter it—you'll need to eliminate them to reach the first shack.

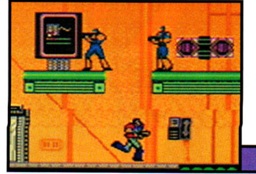


Secure the building, then escort the two male hostages and Lang back to the start area to finish the level.

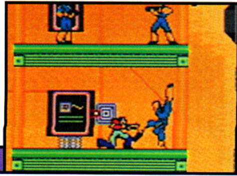
Bionic Commando

WHAT'S THE BEST WAY TO DESTROY THE REACTOR CORE?

The first time you meet this boss is in Area 2. It's an inanimate object, but that doesn't mean it's easy to defeat. You need to keep shooting the wall on the right side of the screen to destroy it. The Reactor Core will beep before it unleashes a blast against you, giving you time to jump down to the left. Keep popping back up and firing—the wall will flash when you are doing damage. All of this would be a simple matter if there weren't enemies dropping down from platforms to shoot at you all the while. You'll need to divide your duties.



Watch out for enemies that drop on top of you. You'll have to blast them quickly, or take a hit from the reactor's gun.



Duck down to the left to avoid fire from the Reactor Core. A beep will warn you just before a coming shot.

HOW DO I SWING IN AREA 5?

It may seem impossible to make forward progress in Area 5 until you master an important grappling technique. The way the platforms are configured allows you to grapple straight up but not at an angle. To solve the problem, grapple straight up, then drop down. As you drop down, fire your grappling claw at an angle. You'll reconnect and start swinging. This technique is essential to getting around in this area and extremely useful in the rest of the game. Use it when you are dangling beneath an enemy and can't climb to the platform without getting shot. Keep swinging until you get to an empty part of the platform. Once you get better at the technique, it will allow you to move faster than you would walking. Swing Baby!

Some of the platforms in Area 5 will allow you to grapple only straight up, but they also require you to swing to move ahead.



Tap Down on the Control Pad to start dropping, then shoot your claw out again at an angle to start swinging.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

HARVEST MOON 64

Q: What's the point of the gnomes?
A: If you give them mushrooms, you'll get the mushroom salsa recipe.

Q: How do I feed the dog?
A: Pick up a crop, egg or wild item, then press the A Button to turn it into dog food.

Q: Why is my livestock dying?
A: They are probably starving. Feed them every day.

TOP GEAR POCKET

Q: How do I get more cars and tracks?
A: More cars and tracks become available when you win trophies on all available tracks.

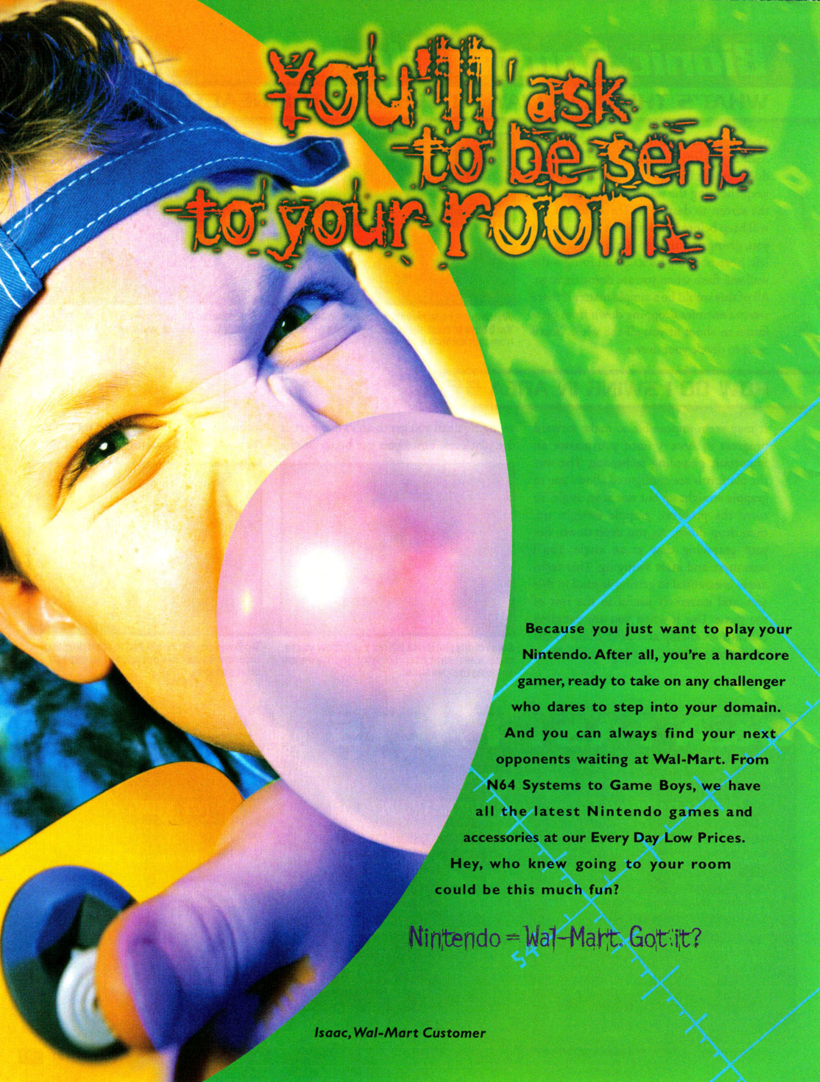
Q: Why do I spin out at the start?
A: You need to wait for the green light before you accelerate.

Q: How do I save races in Time Attack?
A: You can't.

TOY STORY 2

Q: How do I open toy boxes with special items in them?
A: You need to help Mr. Potato Head to access them.

Q: How do I check my total number of Pizza Planet Tokens in a level?
A: You can't.



You'll ask to be sent to your room.
Because you just want to play your Nintendo. After all, you're a hardcore gamer, ready to take on any challenger who dares to step into your domain. And you can always find your next opponents waiting at Wal-Mart. From N64 Systems to Game Boys, we have all the latest Nintendo games and accessories at our Every Day Low Prices. Hey, who knew going to your room could be this much fun?
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The phenomenally popular Pokémon Trading Card Game is now available for the Game Boy. Collect, trade, battle and win your way through eight clubs and four Grand Masters for a shot at the Legendary Pokémon Cards. Nintendo Power is ready to stack the deck in your favor!

Pokémon Trading Card Game for Game Boy

Pokémon Trading Card Game (Pokémon TGC) combines the RPG-style game play of Pokémon with the deck-dueling action of the trading card game from Wizards of the Coast. You can trade and collect Pokémon Trading Cards in the game, but you're gonna have to win 'em, first.

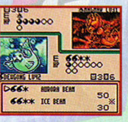
EVERYONE
E
CONTENT RATED BY ESRB

Explore!



Take time to explore all of the clubs, and be sure to talk to everyone you meet. Read the books on the shelves, and don't forget to check your e-mail!

Challenge!



Duel the characters in the game to acquire cards and experience, then challenge a friend to a duel via the Game Link Cable.

Trade!



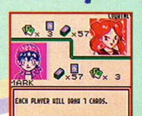
Some of the people you meet want to trade cards with you. They may have rare cards to give you. You can also trade with a friend over the Game Link Cable.

Collect!



Over 200 cards are just waiting to be won, traded and collected in Pokémon TCG. Just like in the real card game, some cards won't come along very often.

Triumph!



Your final goal is to defeat the four Grand Masters in the Pokémon Dome and inherit the Legendary Pokémon Cards. You'll face many duels before you reach the Dome.



You'll begin the game in the lab of world-famous Pokémon Researcher Dr. Mason, where a technician will teach you the basics of dueling. It takes patience and practice to be a good Pokémon TCG player, and it's a good idea to keep these guidelines in mind as you duel.

I CHOOSE YOU!

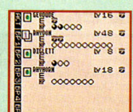
Carefully select the cards in your deck with the player you'll be challenging in mind. A player from the Water Club will have many Water-types in his or her hand, so you will want to bring several Lightning Pokémon of your own because that is the Water-type's weakness.

Active Pokémon



Choose your lead Pokémon based on how quickly it can attack, what you think your opponent's Pokémon will be and what kind of energy is in your hand.

On the Bench



You can place up to five basic (unevolved) Pokémon on the bench. If your bench is empty and your active Pokémon faints, you'll lose the match.

POWER PLAYS

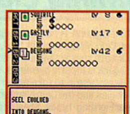
You can add energy to your Pokémon, or you can evolve it once it becomes the active Pokémon or is placed on the bench. Normally, you can add only one Energy Card to one Pokémon on each turn. You can't evolve a Pokémon on the same turn that you put it into play.

Energize



Check your Pokémon's energy costs for attacks and retreats, and plan accordingly. Place enough energy on your Pokémon that they're able to retreat at any time.

Evolve

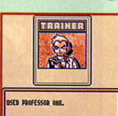


You evolve a basic Pokémon—active or benched—by playing its Stage 1 evolution card on it. A Stage 1 Pokémon can be evolved to a Stage 2 in the same way.

CARD SHARKS

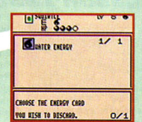
Use the cards in your deck wisely. Think about the Trainer Cards in your hand and the Pokémon on your bench. The cards' effects often complement each other. You can try to win by blindly attacking with your heaviest hitter, but that usually doesn't work.

Trainer Cards



Trainer Cards may remove energy from an opponent's Pokémon, allow you to draw several cards or switch your active Pokémon for a benched Pokémon, among other things.

Retreat!



Don't be afraid to retreat a Pokémon that is weak against the opposition or seriously injured, especially when you are playing a two-prize match. Every Pokémon counts!

ATTACK LAST

Your turn is over once you attack, so be sure to accomplish everything you need to before the attack. Carefully consider your approach. Sometimes a Pokémon's lower-cost attack will give you a better result than its higher-cost attack.

Special Effects



Some attacks simply do damage. Others poison, paralyze or put a Pokémon to sleep. Still others do a host of interesting things. Read your cards thoroughly.

Pokémon Power



Some gifted Pokémon have Pokémon Power, which is an unusual ability that allows you to do things you normally couldn't, such as move damage or energy between Pokémon.



On your quest to inherit the Legendary Pokémon Cards, you will travel to all of the buildings shown on this map. Scour every building's bookshelves for tips and talk to everyone you meet. Battle everyone who challenges you to gain experience and booster packs.

Ishihara's House



Ishihara is a Pokémon Trading Card enthusiast who wants to fill holes in his collection. Rush over to his house when someone tells you he's looking for a card—he has rare cards to trade!

Ishihara's House

Challenge Hall

Rock Club

Pokémon Dome

Lightning Club

Mason Laboratory

Fighting Club

Rock Club

Rock Club members favor Fighting-type Pokémon, especially those in the Rock subset, such as Cubone and Onix. Grass-types will handle Rock Club members Ryan and Matthew and Club Master Gene, but pack a few Water-types into your deck for your battle with Andrew, who's carrying some Fire-types in his deck. Talk to the woman just inside the room with the bookshelves—she may have news on Ishihara.

Recommended Deck Type: Grass/Water



Lightning Club

A deck full of Fighting-types will stop the sparks in the Lightning Club. Watch out for the Lightning-types that can attack both your active and benched Pokémon. Jennifer's all-Pikachu deck is mostly harmless, but you might want to bring a Colorless-type in to take on her Flying Pikachu. Brandon, Nicholas and the Club Master, Isaac, will feel the power of your Fighting-types. Steal the Self-Destruct-happy Nicholas's Energy Cards if possible.

Recommended Deck Type: Fighting/Colorless



Mason Laboratory





Your journey begins inside Mason Laboratory. Dr. Mason is your advisor, your mentor, and your steady supplier of booster packs, which he e-mails to you. The Autodeck Machines are located in this lab.

Fighting Club

You have to find and battle the members of the Fighting Club in the Rock, Grass and Fire Clubs where they are training before you can battle Mitch, the Fighting Club Master. Psychic-types and Colorless-types of the flying variety will take the fight out of this club's members. Many of these Fighting-types have high HP, so you may want to buy some time with sleep- or paralysis-inducing attacks.

Recommended Deck Type: Psychic/Colorless







Pokémon Dome



After you have defeated all of the Club Masters and collected the Medals from each, you can enter the Pokémon Dome to challenge the Grand Masters.

Challenge Hall

RONALD
THE CHALLENGE CUP IS OVER ALREADY!
TOO BAD YOU COULDN'T ENTER!

The Challenge Cup is held periodically inside the Challenge Hall. Keep checking inside the Challenge Hall—the prize for winning the Challenge Cup is always a rare card!



Fellow Travelers



Ronald shares in your desire to inherit the Legendary Pokémon Cards. He will pop up for a duel, usually in places you don't want to see him, such as the Challenge Hall or the Pokémon Dome.



Strange life-form Imakuni? is a bizarre Pokémon Card player who also loves to sing and dance. This odd guy with an even odder hairdo will hand over four booster packs if you defeat him in a duel.

Psychic Club



Your anti-Psychic Club deck should be made up of the handful of Psychic- and Colorless-types that are resistant to Psychic attacks. Gastly, Haunter and Gengar are Psychic-resistant Psychic-types, and Jigglypuff, Wigglytuff, Kangaskhan, Dratini and Dragonair are the Colorless-types that can take a Psychic assault. You'll find that your opponents' decks are also made up of Psychic- and Colorless types, so be careful!

Recommended Deck Type: Psychic/Colorless

Fire Club



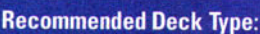
Water-types are the natural choice for a Fire Club battle, as Fire-types are weak against them. Several of this club's members, including the Club Master, Ken, use Colorless-types in addition to their Fire-types. Fighting-types will keep the Colorless-types at bay. Pokémon that can remove an opponent's Energy Cards, such as Water-types Golduck and Poliwrath or Colorless-type Dragonair, will blunt the attacks of any type of Pokémon.

Recommended Deck Type: Water/Fighting

Science Club



Enter the Science Club with a deck full of Psychic-types such as Gastly, Abra, Drowzee and their Stage 1 and 2 evolutions. You will face many different types of Pokémon here, but they are all susceptible to Psychic power. Stacking your deck with Full Heal and Potion Trainer Cards and possibly packing some Lightning-types for the Flying Pokémon you face are also good ideas. Seize the opportunity if you hear that Ishihara wants to trade.



Recommended Deck Type: Psychic/Lightning

Grass Club



Grass-types abound in this club, but don't be surprised if some Colorless-, Psychic- or Lightning-type creatures make an appearance. The Club members carry many kinds of Pokémon, but Nikki the Club Master prefers the Grass-types. Watch yourself—many of the Club Members like to put Pokémon to sleep or paralyze them.

Recommended Deck Type: Fire



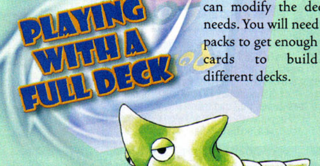
Water Club





Most of the Water Club members use Water-types, so a deck fortified with plenty of Lightning-types should have enough voltage to shock this team right out of the water. Amanda's deck is the exception here, and some Fighting-types will come in mighty handy against her. Sara will challenge you to a two-prize duel, so attack her quickly.

Recommended Deck Type: Lightning/Fighting



You can carry four decks at a time, and you can modify the decks to better suit your needs. You will need to win plenty of booster packs to get enough cards to build different decks.

Two Energy Types Will Do

You can load your deck with many different types of Pokémon and energy, but it's not likely that you'll be able to match a Pokémon to the right Energy Card in time. By focusing on two types, you will usually have the right energy on hand when you need it.

Remember the Pokémon Ratios

If you are using a Pokémon that has both a Stage 1 and a Stage 2 Evolution, you should put four of the basic cards, three of the Stage 1 and two of the Stage 2 cards in your deck. A Stage 1 card is no good without the corresponding basic card.

Solve Your Own Energy Crisis

You will run into many enemies who don't carry enough Energy Cards and will not be able to attack you in a timely manner. A good number to work with is 25. Any more is unnecessary, and with any fewer you will be stuck, too.

Always Bet on a Sure Thing

Many Trainer Cards have similar powers, but one is superior because there is no coin flip involved. For example, you can get an all-new hand with both Professor Oak and Gambler, but you don't have to flip a coin to get the best results with Professor Oak.

Quick on the Draw Pokémon

If you favor basic but powerful Pokémon such as Jynx, Hitmonchan and Lapras and work in some Colorless Pokémon that can use any Energy Card into your deck, you'll be attacking quite quickly.

Understand the Power of the Cards

The right Trainer Cards can turn a losing battle into a victory, and a lack of Trainer Cards can mean a painful defeat. Watch the way the Club Masters and members use their Trainer Cards in battle, and emulate the best strategies.

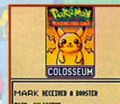
Completely Crush the Competition

Combining the effects of an attack with a Trainer Card or a Pokémon Power can greatly increase the amount of damage you do to your competition. Check the books in Ishihara's House for hints on combos.

STACKING THE DECK

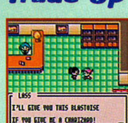
If you want to inherit the Legendary Pokémon Cards, you'll have to acquire a wide variety of cards to build many different decks. There are many things you can do to add to your collection of cards, but if you just need some Energy Cards, battle the assistants in Mason Laboratory.

Booster packs



This is the quickest way to get many cards relatively quickly. Battle anyone you can. When you win the duel, you win at least one booster pack.

Trade Up



The only way to get many of the rare cards is to trade with Ishihara or people you meet in the clubs. You often have only one chance to trade.

Card Pop!



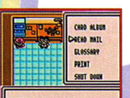
Game Boy Color owners can also play Card Pop! via the infrared port by selecting Card Pop! from the menu that appears when the game is first turned on.

Friendly Trades



If you have a Game Boy Color, you can trade cards with your friends via the infrared port at any club's gift center. You can each send as many cards as you like to your friends.

It's in the Mail

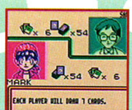


Check your e-mail frequently on the PCs in the clubs. Dr. Mason sends booster packs attached to his e-mails.

BREAKING DOWN THE DECKS

At the beginning of the game, Dr. Mason will ask you to choose your first deck. He has three theme decks: the Charmander and Friends Deck, Squirtle and Friends Deck and Bulbasaur and Friends Deck. Each one of these decks is a bit unfocused, but that gives beginning players experience with several types of Pokémon.

Fresh out of the Box



Each deck has its pros and cons, and you should choose your first deck according to your own preferences. Dr. Mason will allow you to choose after you have played a practice round.

The Autodeck Machines



Mason Laboratory is filled with Autodeck Machines. At first, only one is activated. It features decks with the same names as the beginning decks but not the same cards.

Charmander & Friends Deck

This deck has Charmander and all of his evolutions plus a few more Fire-types, but it also features plenty of Lightning-types and some Fighting- and Colorless-type Pokémon. One difficulty with using Fire-type Pokémon is that their attacks often require you to discard one or more Energy Cards per attack, so you'll run out of energy rather quickly.

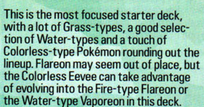
Recommended clubs to Challenge: Grass Club, Water Club

Squirtle & Friends Deck

With more Water-types than anything else, this deck is a good bet against any Fire-Types. It has nearly equal numbers of Psychic- and Fighting-type Pokémon and a few Colorless-types thrown in for good measure. Dewgong deals a lot of damage at a relatively cheap cost, but with only one, you probably won't field it often enough.

Recommended clubs to Challenge: Fire Club, Fighting Club

Bulbasaur & Friends Deck

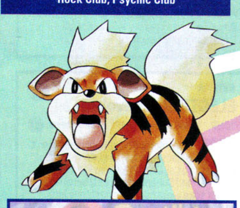


This is the most focused starter deck, with a lot of Grass-types, a good selection of Water-types and a touch of Colorless-type Pokémon rounding out the lineup. Flareon may seem out of place, but the Colorless Eevee can take advantage of evolving into the Fire-type Flareon or the Water-type Vaporeon in this deck.

Recommended clubs to Challenge: Rock Club, Psychic Club

ALL DECKED OUT

As you start winning battles and earning booster packs, you can streamline your existing decks and create new ones. The luck of the draw is always a factor, but with good planning and precise deck-building skills, you will be able to play with what you are dealt.



Quick Starts, Quick Wins

Make sure you build into your decks some basic Pokémon that can attack on the first or second turn, such as Oddish, Farfetch'd and Poliwag. These attacks may not take down a foe immediately, but they will put your opponent on the defensive.

Hasty Retreats Can't Be Beat

Many Pokémon, including Diglett, Gastly and Beedrill, have no retreat costs at all, making it easy to switch Pokémon at will. Use these zippy monsters as the active Pokémon as you prepare another for battle, then switch them at no energy cost.

Targeting the Bench

Pikachu, Gengar and Electrode are some of the Pokémon that can attack benched Pokémon. This is a great tactic to use if an opponent has benched a very weak Pokémon, or to chip away slowly at Pokémon on the bench—the benched Pokémon take damage regardless of their weakness or resistance.

Buy Yourself Some Time

Onix and Cubone, among others, have attacks that protect themselves from a limited amount of damage but don't harm the opponent. Use these Pokémon to stall as you build up other Pokémon—you won't be hurting the opponent, but the opponent won't be hurting you much, either.

Steal Energy to Gain an Advantage

Golduck and Dragonair both have a Hyper Beam attack that removes one Energy Card from an opponent. The Trainer Cards Energy Removal and Super Energy Removal also remove energy from a Pokémon. With some luck, this will leave your opponent unable to attack.

The Theory of Evolution

A Pokémon's evolved forms always have more HP than the basic form. Evolve your Pokémon as soon as you can but not before you have enough Energy Cards attached for the Pokémon to attack in its new form. Of course, if the extra HP will save a Pokémon, evolve it early.



Even if you've played the Pokémon Trading Card Game with the actual cards, you've never seen these cards before—they exist only on the Game Boy. Some are very rare, and others are quite common. These are a few of the Game Boy exclusives. Try to catch them all!



#114 ●
TANGELA Level 12
50HP Resistance: — Weakness:

Tangela has 50 HP, and its lowest-cost attack, Stun Spore, costs only one Grass Energy Card. Stun Spore will always do 10 points of damage, and it may also paralyze the opposing Pokémon.

#38 ★
NINETALES Level 35
80HP Resistance: — Weakness:

This Ninetales has a Dancing Embers attack that can do up to 80 damage at the cost of only three Fire Energy Cards. You do gamble with eight coin flips, but that's a gamble worth taking! You need to evolve Vulpix into Ninetales.

#136 ◆
FLAREON Level 22
60HP Resistance: — Weakness:

Flareon's attacks may seem costly, but since it evolved from the Colorless Eevee, it can use energy of any color, including Double Colorless Energy. The Rage attack works very well when Flareon has taken some damage.

#134 ◆
VAPOREON Level 29
60HP Resistance: — Weakness:

If you can take the time to use Focus Energy and then Bite, Bite will cause 60 points of damage instead of just 30. Of course, using Bite two times in a row will do the same thing, just not all at once.

#81 ●
MAGNEMITE Level 15
40HP Resistance: — Weakness:

This Magnemite card is an oddity. Tackle doesn't do much damage, and Magnetic Storm removes all of the Energy Cards from your Pokémon and reattaches them randomly, which is typically more of a hindrance than a help.

#135 ◆
JOLTEON Level 24
60HP Resistance: — Weakness:

Double Kick is risky, but when you win both coin tosses you get 40 points of damage for only two Energy Cards—or one Double Colorless Energy Card. Stun Needle is cheap if you play Double Colorless Energy.

#101 ★
ELECTRODE Level 35
70HP Resistance: — Weakness:

Electrode's Sonicboom attack isn't great when battling Water-types, but against Pokémon like Dugtrio and Cubone, it's great, because you do not take weakness or resistance into account when using this attack.

#105 ◆
MAROWAK Level 32
70HP Resistance: Weakness:

Bone Attack is a costly attack that causes a mere 10 points of damage and may or may not prevent damage to you. Wail is also an expensive attack when you consider you will probably use it only once per game.

#18 ★
PIDGEOT Level 38
80HP Resistance: Weakness:

This card will come in handy when dueling with members of the Fighting Club. Slicing Wind does 30 points of damage to a random Pokémon, which has the potential to knock out a benched Pokémon.

#52 ●
MEOWTH Level 14
50HP Resistance: Weakness:

Meowth's Cat Punch attack will deal 20 points of damage to a Pokémon chosen at random, and it will cost you only one Double Colorless Energy Card or two Energy Cards of any type. Meowth, that's right!

#39 ●
JIGGLYPUFF Level 13
50HP Resistance: Weakness:

Jigglypuff has 50 HP and the power to reduce the damage it takes by 10 points, so it is a good choice for your active Pokémon if you want to stall for a while, especially if you're battling a Psychic-type Pokémon.

#132 ★
DITTO Level 19
50HP Resistance: Weakness:



Ditto is another great Pokémon if you need to stall. Its high HP and ability to transform into another creature at the last minute, removing all damage counters in the process, make it a great lead-off Pokémon.

PICK UP A CARD!

The Pokémon Trading Card Game for Game Boy comes with an exclusive, all-new Meowth Card! It's a great introduction to the Wizards of the Coast game if you're new to the Pokémon Trading Card phenomenon, and it's a fun addition to your collection if you're an old pro.



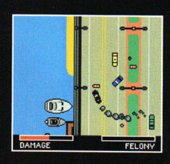
A DONE DEAL

The Pokémon Trading Card Game is a complex and strategic game. There are as many deck-building theories as there are Pokémon Trading Card Game players. Take time, practice, talk to everyone you meet and gather all the strategies that you can—soon you will be battling the Grand Masters to inherit the Legendary Pokémon Cards!

BE THE WHEELMAN.

NOW ON GAME BOY® COLOR.

You are the difference between The Big House and a big house in Malibu. You are the difference between 500 G's and 10-15 in maximum security. You are the fastest driver in the entire criminal community. Now, make your way through the urban chaos of the city...and get away from the cops on GAME BOY® COLOR!

















Game Boy a-Go-Go



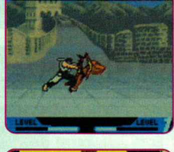
Spring Break Bonanza

Spring Break is here, and even if you're not on vacation, you can still dive into a briskly refreshing pool of all-new Paks. Kick back at home with a fighting game, take flight with some air combat games, picnic with some puzzles, cool off at the beach with a chilly racer and paint the town red with a paintball battler. Anyone can relax with these Paks!



Takin' it to the Street

One of the most respected names in fighting games, Street Fighter, is back! Its 2-D fighting action will seem familiar to anyone raised on the classic Street Fighter games for the Super NES, but it's simple enough for anyone to pick up. Street Fighter Alpha has remarkably snazzy color graphics, and it's for the Game Boy Color only.







The Alpha Bits

If you're new to the Street Fighter universe, you may want to sharpen your fighting skills in the helpful Training Mode before you tackle the Arcade Mode.



Training Mode

Use this mode to get used to the controls on the Game Boy or to practice with a new character you're not used to. You can modify your opponent's action and speed to your liking by choosing Set Up from the Main Menu.



Arcade Mode

After you choose your fighter, the computer will randomly choose your opponent. Each match is played in the typical best of three fashion, but you can change the defaults as you see fit with the Options Mode.

Fantastic Force

Each of these Street Fighters has his or her own strengths and weaknesses. Chun Li is very fast but not as strong as, say, Birdie. Rose has a powerful special attack but is on the weak side. Ken and Ryu share nearly equal amounts of speed and strength, and Sodom and Birdie are big powerhouses who seem slow compared to the other characters.

Ryu



Chun-Li



Charlie



Ken



Guy



Birdie



Sodom

Adon



Rose

Sagat

Street Smarts

You won't get very far down this Street by simply mashing your poor Game Boy's buttons. Timing is very important, and moving around is critical. You need to understand more than just "punch" and "kick" to advance to the later rounds. Practice the throws and Super Combos in the Practice Mode.



Throwing

When you are very close to your opponent, press toward the opponent then A or B, to grab then throw your enemy.



Recovery

You can make a speedier recovery by pressing A, B, Left or Right rapidly. You can also escape a grab this way.



Taunting

If you're feeling saucy, you can press Select to taunt your opponent in your character's signature style. You can taunt only once per fight.

Super Combo

Watch the meter at the bottom of your screen. When it fills up, you can use a Super Combo by pressing A or B, or A and B.

Punches

- Jab.............. Tap A Button
- Hard Punch... Press A Button
- Roundhouse... → + A
- Jab.............. ← + A
- Flying Punch.. ↑ + A
- Uppercut....... ↓ + A

Punches should be thrown at an opponent who is relatively close and standing tall.

Kicks

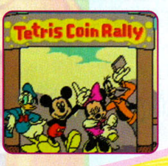
- Light Kick...... Tap B Button
- Hard Kick...... Press B Button
- Spin Kick...... → + B
- High Kick...... ← + B
- Jump Kick..... ↑ + B
- Sweep Kick... ↓ + B

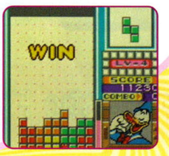
Use a kick if your quarry is somewhat far away from you or crouching. The Sweep Kick is very effective.

MAGICAL TETRIS™ CHALLENGE

Bewitching Blocks

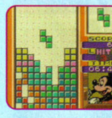
As players who've ever started playing "just one game" of Tetris only to find themselves still playing hours later can attest, this enduring puzzle game can make time disappear as if by magic. This Pak contains standard Tetris, several challenging variations on the Tetris theme, and a quest mode to keep you completely spellbound.





Magic Mouse Modes

All of the Tetris games have block stacking and row clearing in common, but each of the Tetris variations adds a few new obstacles or goals to the game that require new strategies. At first, you will be able to play only Standard, Updown and Magical Tetris. You'll earn the other three by winning the Coin Rally quest mode.



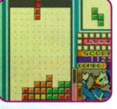
Standard Tetris

This is the game you're familiar with. Make rows disappear by arranging the falling blocks into consecutive vertical rows.



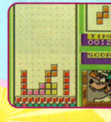
Updown Tetris

You'll compete with another player or the computer. Every line you clear is sent to your opponent and vice versa.



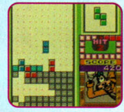
Magical Tetris

You and your opponent send obstacle blocks back and forth as you clear your own rows of blocks.



Signal Tetris

Change the colors of the 10 signals on the second row to match the signals on the bottom row by strategically placing blocks.



Tower Tetris

Break down a tall tower of blocks row by row until you clear the key block. More lines are added to the bottom as you play.



Target Tetris

You'll have a very limited number of blocks to clear several target items away. Concentrate on the rows the target items are in.

Conjure up Coins

The Tetris Coin Rally is a quest to collect six coins and race to the finish before anyone else does. Win the coins you need from characters you run into in the neighborhood by beating their Tetris challenges. When you lose, you may also lose a coin. Try knocking on doors and objects for clues.





Collecting Coins

Find out who has the coins you need by knocking on trash cans, doors and other items, then take and win those characters' Tetris challenges. The characters may challenge you with any Tetris game, and you can replay them if you lose.

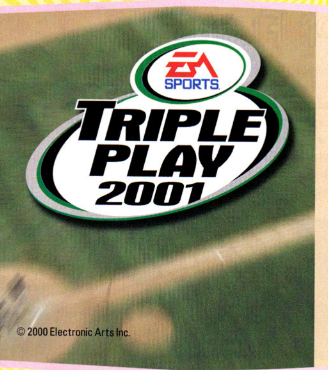
Mystical Matchups

You can compete in Magical or Updown Tetris with a friend if you have two Game Boy Colors, two Game Paks and a Game Link Cable. Just link the two Game Boys together with the Game Link, turn them on and select Two Player from the menu.



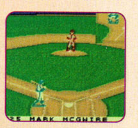
Harmony Tetris

Harmony Tetris is a two-player cooperative mode that gives each player half of the screen to clear. You can press Select to switch screens and help your friend if he or she needs it.



Safe at Home

Baseball season is upon us, but why bother going to those crowded ballparks when you can pull off your own triple play at home? Triple Play 2001 from THQ and EA is a Major League, arcade-style baseball game complete with a Home Run Derby that you can take from the bleachers to the sandlot.







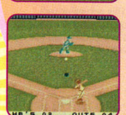
Major League Modes

Triple Play 2001 has two modes for the discriminating baseball fan to enjoy. Both modes give you access to all of the American and National Leagues' teams, plus the American and National Leagues' All-Stars.



Single Game

A Single Game is played by any two teams. You can challenge the computer on Rookie, Pro or All-Star difficulty, or you can watch an exhibition game of the computer versus the computer.



Home Run Derby

You can choose your favorite MLB team or either league's All-Stars for the Home Run Derby. The goal is—you guessed it—to hit the most home runs. You'll have 10 outs, and you'll get an out every time you fail to hit a home run.

Touch 'Em All Time

This is a short list of the strongest teams from last season who will be tougher to defeat than some of the other teams. But remember, if you're a strong player, you can do well no matter which team you choose.

American League

EAST
- New York Yankees

CENTRAL
- Cleveland Indians

WEST
- Texas Rangers

WILD CARD
- Boston Red Sox

National League

EAST
- Atlanta Braves

CENTRAL
- Houston Astros

WEST
- Arizona Diamondbacks

WILD CARD
- New York Mets

Player Stats

From the Pre-Game or Main Menu you can select Teams to view each team's stadium and players' stats. This info will come in handy if you want to rearrange your lineup.

Baseball Bonuses

Select Game Options from the Main Menu to turn Field Assist, Radar Gun, Cut Scenes, sound and music on or off. You can turn the options off at any time by pausing the game and selecting Game Options from the pause menu.



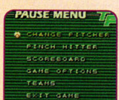
Field Assist

This will help you when you're on the offensive. Your players will automatically move toward the hit ball.



Radar Gun

If you're interested in knowing how your pitcher is doing, you can turn on the Radar Gun, which will display a reading after every pitch.



Switch Players

You can switch the pitcher or bring in a pinch hitter by pausing the game and selecting the new player from the menu.



Fight or Flight

Another NES classic swoops down from the big game hangar in the sky and lands on the Game Boy for this generation of gamers to enjoy. The much-loved 1942 is a vertically scrolling shoot-'em-up similar to many of the space-themed games of the past. You and your trusty Super Ace plane glide through the air blasting and dodging enemy aircraft of varying sizes and flight patterns. Power-ups and plenty of points are the rewards for fantastic fighter pilots. Are you ready to earn your wings?





Fly By the Seat of Your Pants

You'll have 32 missions before you reach your final destination, the air over Tokyo. The stages become progressively harder as you count backward from Stage 32. Each level features the same basic flight plan—fly through the air, avoid collisions, shoot enemies, grab power-ups, then land on the carrier in one piece. As the levels progress, you'll be dodging more and more enemies.



Power-up

If you manage to shoot the planes that fly in formation, you will be rewarded with a power-up. There are six different power-ups, depending on the type of formation you destroy.



Machine Gun x2

One of the first power-ups you run into is the double machine gun. It gives you twice the fire-power.



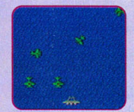
Allies

Another power-up will bring two of your allies in to fly right next to your plane and shoot in unison with you.



Air Space

This power-up will destroy every enemy on the screen when you fly over it.



Loop the Loop

Use the A Button to perform a loop the loop and save yourself when you're trapped by rapidly approaching enemies.



Big Bonus

If you can destroy the enemy secret bombers, you will be rewarded with a power-up to fly over for some big bonus points.



Stay Centered

It's wise to say in the center of the screen, because many enemies approach from both the top and bottom without warning.



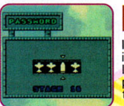
Strafing

It may lower your shooting percentage, but you should keep shooting as you move back and forth across the screen.



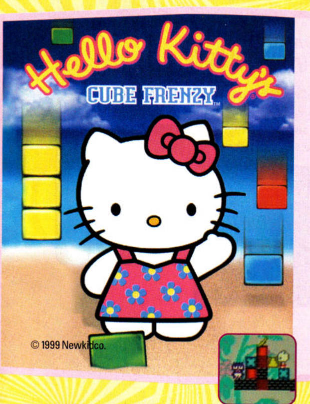
Two-Player

Two people can play on one Game Boy the old-fashioned way—by handing off the Game Boy whenever one crashes and burns.



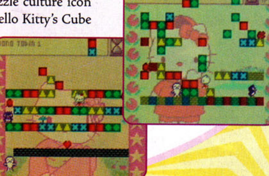
Get Ahead

If you'd like to see what's in store for you in the later missions, enter plane, plane, bomb, plane to start at Level 16.



Perfect Purring Puzzles

Hello Kitty has been a pop culture icon for decades, and now she's also a puzzle culture icon with her cube-stacking puzzler, Hello Kitty's Cube Frenzy. Cube Frenzy may look like Tetris, but it's actually quite different. In addition to avoiding cube pileups, you'll have to build steps or break open holes to help Hello Kitty reach her fruit and umbrella.









Cube Frenzy Facts

Hello Kitty's levels each have a themed background featuring the sweet kitten in an adorable outfit. But don't let the cuteness lower your guard—these are tricky puzzles worthy of the sharpest puzzle masters.

The Story Book

Cube Frenzy unfolds as a story about the mischievous penguin Badtz Maru playing practical jokes on a vacationing Hello Kitty. As you clear a level, you can select Story Book to learn the story behind the level.



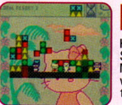
Cube Capers

You need to think carefully about where to place each cube. Hello Kitty walks back and forth across the level, and she can climb only one step at a time. It's your job to help her reach her fruit.



Time Tips

Each time you line up three or more cubes of the same color, you will get a time extension. If you line the cubes up so that they disappear in a chain reaction, you will get even more time.



Mascot Madness

Hello Kitty's friends and fellow mascots from the Sanrio universe, Badtz Maru, Pandaba and Hana Maru, are also wandering among the cubes. Each will affect the game in a different way, sometimes to your advantage and sometimes not.



Frenzied Facts

You can move the cubes left, right or down with the Control Pad, and you can flip them clockwise with A and counterclockwise with B. The next block up will appear at the top of the screen as the current block falls.



Kitty's Game Ladder

As you progress, you may have to choose between two theme levels.

- Kimono Town — Kimono Hello Kitty
- Floral Resort — Hibiscus Hello Kitty
- Chinese Robe — Chinese Robe Hello Kitty
- Beach Girl — Bikini Hello Kitty
- Western Story — Cowgirl Hello Kitty
- Soccer Stadium — Soccer Hello Kitty
- School Diary — School Girl Hello Kitty
- Space Travel — Astronaut Hello Kitty
- Angel Waltz — Hello Kitty Angel
- Wedding March — Hello Kitty Bride
- Snow Mountain — Snowboarding Hello Kitty



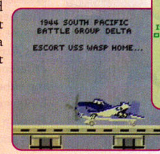
Control Kitty

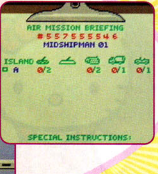
You can control Hello Kitty to a certain extent. Hitting Select plus B makes Hello move left, and Select plus A makes her move right. Push either combo twice to make her run. Stop Hello's falls by changing her direction at the last minute.



Angry Air Attack

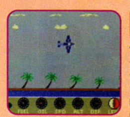
Wings of Fury is a ferociously detailed flight simulator and air attack game. You can't let your attention falter for a moment, and it's being pulled in all directions. You have to watch the enemies, the targets and your gauges if you want to make it through a mission! This game isn't for the flighty.





Airborne Acrobatics

You definitely have a lot of control over your airplane in Wings of Fury. You can speed up and slow down, adjust your angle, climb, dive, and reverse your direction. The controls depend on the direction you are flying in, and all are executed with the Control Pad. The more notable maneuvers are shown below.



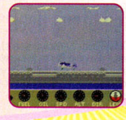
Barrel Roll

Tap Right if you're flying to the left or Left if you're flying right to perform a barrel roll. This maneuver will get you out of some tight spots.



Fly Sky High

It's often in your best interest to climb up high enough that the view pulls back a little so you can see more of what's ahead.

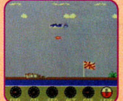


Landing

Gradually slow down to minimum speed, then tap Down to make the tail hook emerge. Land very close to the arresting wire, which should catch you.

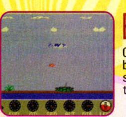
Crash Course in Combat

This is one complicated game. Read the manual carefully or you may spend a lot of time scratching your head. In addition to the numerous control schemes for taking off, flying, attacking and landing, there are plenty of weapons and enemy actions to worry about. Of course, you'll also have to keep one eye on your plane's gauges, otherwise you will literally go down in flames. When you're running low on fuel or ammo, or at any other time that your plane is in trouble, you need to return to the carrier to get patched up.



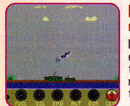
Understand Your Arsenal

Your normal weapon is the machine gun, and you fire it with A. Your secondary weapon is either rockets, bombs or torpedoes—you can carry only one at a time. Bombs will handle regular ground targets, rockets will handle the tougher ground targets, and torpedoes will work on enemy ships.



Break up the Installations

Carefully target the large installations and bomb them. Make sure you get the entire structure. You may need the rockets for the tougher targets.



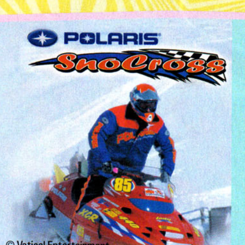
Self-Repairing Rogues

If you aren't careful when destroying the enemy dugout and pillbox installations, they will repair themselves and cause you more trouble. Make sure you take them all the way out, or they'll keep attacking you.



Keep Your Eyes on the Panel

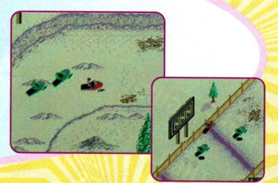
Your instrument panel is at the bottom of the screen. You need to watch your fuel and oil to make sure that your plane is in flying condition. Head back to the carrier to refuel, but if your oil gauge is getting low, it's time to eject!



© Vatical Entertainment

Dashin' Thru the Sno

It's snowing in April! Snowing Game Paks! There's nothing like the spring thaw to leave you nostalgic for the good old wintertime, and that's where Polaris Snocross comes in. It's white-hot snowmobile racing action galore in this frosty Pak.



Sno-Plowing

Polaris Snocross is a chilly racing game with twisting tracks and talented opponents. You follow a basic tournament path to snowmobile glory, winning power-ups and opening new tracks along the way. Try to keep warm!



Tournament

Tracks are unlocked as you win races. You'll need to place first to advance in the tournament and try out new powder.



Courses

Each of the courses has its own tricky twists that you'll have to deal with. On your first few times through a course, memorize the turns.



Fine Tuning

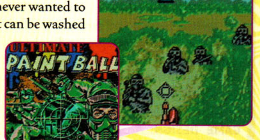
You are rewarded power-ups that you can add to your snowmobile as you win races. You can choose to increase your acceleration, speed or traction.

Paintballs of Fire

ULTIMATE PAINT BALL

© 2000 Pipe Dream Interactive

Have you always wanted to try the soldier-of-fantasy sport of paint ball, but never wanted to find out for yourself if that paint can be washed out of your hair? Well, then, it's Ultimate Paint Ball to the rescue! Blast the blobs of blue paint all over the place without making a mess of your Game Boy or your precious 'do.



By the Numbers

The game has one mode—Paint Ball. Basically, it's a shoot-or-be-shot, capture-the-flag sort of game, where good reflexes and decent aim are all that count.



Place Your Flag

Choose a spot, any spot, and place your flag there to start the game. You'll be too busy running around splatting enemies to defend it.



Find the Foes

As you move around the playing field, the arrows at the edges of the screen will point toward enemies.



Capture the Flag

Once you've eliminated all of the enemies in the color you've been assigned, locate and capture the team's flag to win.

Nintendo NOW PLAYING

YOUR POWER GUIDE TO THE LATEST RELEASES

March 2000

NINTENDO 64

TONY HAWK'S PRO SKATER

Skateboarding's not a crime. Not when it's this good.

GRAPHICS: Pro Skater is no poser. With realistic physics and movements, Birdhouse decks and real pros and parks, the game has street cred to back up its looks.
PLAY CONTROL: The 9.6 speaks for itself. Pro Skater's countless moves and flowing combos roll out as well as Tony himself.
GAME DESIGN: Activision has generously packed in stunts, hidden collectibles and more things to do in a session than just skate and loiter. The multiplayer trick-trumping scenarios, like Horse and Graffiti (in which you win ramps by performing stunts on them), qualify Pro Skater as a game that should never collect dust.
SATISFACTION: Even if the game didn't have lots of depth, it would still hook gamers for hours on end. Just riding around with no purpose at all is a blast.
SOUND: The fitting ska, punk and aggro soundtrack boasts bands that sound perfectly at home in the halfpipe. Included in the game's looped soundtrack are Unsane, Suicide Machines, Suicidal Tendencies and the *other* DK, Dead Kennedys.
COMMENTS: Andy—*Way better than the PlayStation version. I hope this is the beginning of a long series of games.* Nate—*The most fun I've had since Super Smash Bros.* Sonja—*The play control is awesome and challenging.* Kyle—*One of the best N64 games ever! Gleam that cube!*







OVERALL RATING 9.2



- Activision/96 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible

GRAPHICS	8.3
PLAY CONTROL	9.6
GAME DESIGN	9.7
SAT.	9.3
SOUND	9.1



HOW IT RATES
Early versions of Tony Hawk included some questionable lyrics in the music, but Activision cleaned up the game, and it received an E rating from the ESRB so it's okay for everyone to skate.



9.7 → Nate
9.6 → Jason
9.6 → Sonja
9.4 → Kyle
8.4 → Jennifer

NINTENDO 64

ALL-STAR BASEBALL 2001

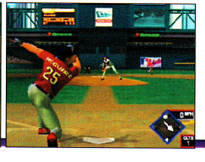
If you build it again, they will come.



OVERALL RATING **7.9**

GRAPHICS: Last year's ASB was batting close to a thousand in the graphics department, and this year's version looks just as good (if not exactly the same). **PLAY CONTROL:** Other than the updated rosters, ASB 2001 is practically identical to ASB 2000. One noticeable difference is that 2001 controls better, offering more pitching and batting options. **GAME DESIGN:** All-Star Baseball 2001's design brings back all of the same features as last season's game—Home Run Derby, Create-a-Player and a heavy sim side balanced with the new Arcade Quick Play Mode.

SATISFACTION: ASB 2001 isn't a big leap from ASB 2000, but its formula didn't need much of a tune-up anyway. With its stunning graphics and nice balance of sim and arcade play, it's perfect for the baseball fan who doesn't already own ASB 2000. **SOUND:** Most video game commentators are in need of a muzzle, but this announcer is refreshingly restrained. And this time around, much of the annoying crowd chatter from last year's game has been reduced. **COMMENTS:** Chris—*Acclaim has improved the camera control so it's easier to field fly balls.* Drew—*This title avoids the grueling time consumption of many other baseball sims.* Andy—*Tons of options and awesome graphics and base-running control.*



- Acclaim/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 30 MLB teams plus Cooperstown Hall of Fame team

HOW IT RATES
It's America's favorite pastime, so of course it's appropriate for all ages. With an E rating, the ESRB agrees that ASB 2001 is appropriate for anyone in the peanuts-and-Cracker-Jack crowd.

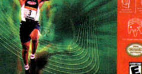
GRAPHICS 8.2
PLAY CONTROL 8.2
GAME DESIGN 7.4
SAT. 8.0
SOUND 7.8

NINTENDO POWER STAFF SCORES
8.4 → Andy
8.2 → Chris
8.0 → Nate
7.6 → Scott
7.5 → Jennifer

NINTENDO 64

INTERNATIONAL TRACK & FIELD 2000

Let your fingers do the running.



OVERALL RATING **7.3**

GRAPHICS: Even without the high-res mode turned on, T&F has winning looks. The backdrops are rich in detail, and the fluid animation conveys a realistic sense of movement and resistance. **PLAY CONTROL:** T&F is a button-mashing marathon. The rate at which you must tap-tap-tap for optimum results is tweaked just high enough to make it challenging but not numbingly impossible. Finding the right rhythm or nailing that tiny window of opportunity is the trick, and most events are very accommodating in supplying alternate button configurations.

GAME DESIGN: Even though it's called Track & Field, the game features more than just the basic running and jumping competitions. The addition of non-track events like swimming and gymnastics is a refreshing bonus. **SATISFACTION:** Games revolving around quick-fingered button tapping make up a very specialized genre, but for those who enjoy tests of manual dexterity, T&F comes close to the gold. **SOUND:** Reverberating swimming-pool acoustics and atmospheric stadium sounds lend to the game's spot-on realism. **COMMENTS:** Armond—*The animation is really good. Since I don't have a ticket to the 2000 Games, I might spend the money on this instead.*





- Konami/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak Compatible
- Expansion Pak enhancements
- 14 events



HOW IT RATES
With its E rating from the ESRB, International Track & Field 2000 is certifiably inoffensive. Winning the events may be maddening, but it's all good, clean fun and the content is safe for all ages.

GRAPHICS 8.2
PLAY CONTROL 6.4
GAME DESIGN 7.2
SAT. 7.2
SOUND 7.8

NINTENDO POWER STAFF SCORES
8.1 → Sonja
8.0 → Jason
7.1 → Armond
6.9 → Drew
6.6 → Kyle

NINTENDO 64

BATTLEZONE: RISE OF THE BLACK DOGS





The classic tank game treads into strategic territory.

GRAPHICS: The bland graphics basically boil down to various colors of dirt. The units are techie and cool.

PLAY CONTROL: Battlezone is about planning *and* shooting. With its first-person view, the game has you accessing command menus and pointing to building sites with your crosshairs. The action on the ground is fast and furious, and some of the weapons require special control moves.

GAME DESIGN: Event-triggered crises surface at key sites, adding new objectives to your to-do list, similar to Rogue Squadron's objective-based warfare. But what could be action-packed pacing is sacrificed for micromanagement—the PC side of the game that's a bit awkward on the N64.

SATISFACTION: This is *not* the Battlezone you remember. Crave made a valiant effort injecting resource management into the game, but planning and building make the action stop-and-go.

SOUND: For the most part, the grand score, explosions and sounds of screeching metal are right on target.

COMMENTS: **Drew**—*A genuinely fast-paced strategic war game.* **Jason**— *Its ambitious approach is undone by clumsy controls.* **Kyle**—*The modes have decent depth, but this game takes itself too seriously.*





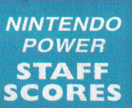
- Crave/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 35 missions

GRAPHICS 6.0
PLAY CONTROL 6.5
GAME DESIGN 6.9
SAT. 5.9
SOUND 6.0



HOW IT RATES
The ESRB has deemed Battlezone appropriate for Everyone. The board does cite that the game contains animated violence, but that's only in the form of tiny astronauts and cosmonauts who vanish when shot.

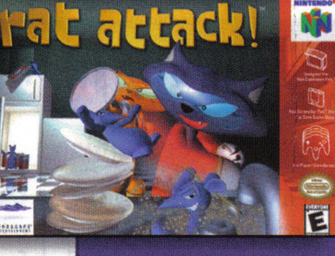
NINTENDO POWER STAFF SCORES



7.8 → Scott
7.0 → Sonja
6.7 → Jason
6.5 → Kyle
3.9 → Armond

NINTENDO 64

RAT ATTACK





Mindscape introduces a new game of cat-and-mouse.

GRAPHICS: The cats and household settings come alive with a bold and off-kilter cartoony look. But in the cramped multiplayer mode, you'd never even notice, since the camera zooms way too far out to fit everyone on screen.

PLAY CONTROL: Things move fast, but the controls are simple enough so the young target audience or the occasional *Cat Fancy* subscriber can handle the rodent roundup.

GAME DESIGN: The object is simple, which makes the game instantly enjoyable but not necessarily replayable. Controlling one of eight felines, you must save various rooms from being trashed by rampant rats. By lassoing them in a box outline you drag across the floor, you can capture the rats to meet the exit quota. Power-ups, obstacles and dogs come into play, and once things pick up, it's easy to get caught up in the frantic swing of things.

SATISFACTION: Rat Attack will appeal to younger gamers, or even arcade fans who'll go for its throwback approach of making every level more of the same, but just a tad more fast and furious.

SOUND: The cheesy vibrato organ pop fits the Saturday morning cartoon feel, but it also seems ready for the elevators, too.

COMMENTS: **Andy**—*Original game play that's suitably stressful.*





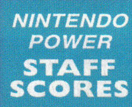
- Mindscape/64 Megabits
- One to four players simultaneously
- Controller Pak compatible
- Over 50 single-player levels
- Over 15 multiplayer levels

GRAPHICS 5.6
PLAY CONTROL 6.8
GAME DESIGN 6.8
SAT. 6.0
SOUND 6.2



HOW IT RATES
Rat Attack was awarded with an E rating from the ESRB. The game is suitable for all ages—not only is its cartoony action pure, harmless slapstick, but its concept is simple enough for beginners to pick up.

NINTENDO POWER STAFF SCORES



6.9 → Andy
6.6 → Jason
6.4 → Nate
6.3 → Drew
5.5 → Chris

ECW: HARDCORE REVOLUTION





Acclaim's got a new attitude for wrestling.

GRAPHICS: The settings are grimy like the ECW, but the characters never seem to interact with those dingy backdrops since they're too busy floating or sliding around (even when they're lying down).

PLAY CONTROL: Just about all the features that were in Acclaim's previous wrestling game, WWF Attitude, pop up in ECW, but somewhere along the way the play control took a wrong turn. The hit detection stumbles often, and the combo system seems stubborn.

GAME DESIGN: Think Attitude but with its modes set in barbed-wire rings.

SATISFACTION: Though Acclaim bulked up ECW with pretty much everything from WWF Attitude, the game reeks of the ECW's gutter-minded gimmicks. If you like your wrestling filled with cheap shots, trash-talking and the ECW's trademark "hardcore" violence, you'll eat this one up.

SOUND: They may be vulgar catcalls and outdated metal riffs, but they're crystal clear.

COMMENTS: **Sonja**—*The combos work only sometimes. Skip it.* **Andy**—*Terrifically tasteless. It has the greatest Create-a-Player Mode I've ever seen.* **Kyle**—*Eww...this game made me feel dirty.* **Jason**—*It's like WWF Attitude crossed with Jerry Springer—it's trash that's fun to watch, but not something I'd recommend participating in.*





- Acclaim/256 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Over 40 ECW stars
- Over 20 game modes

GRAPHICS	7.4
PLAY CONTROL	5.0
GAME DESIGN	5.8
SAT.	5.4
SOUND	6.4

HOW IT RATES

MATURE M — CONTENT RATED BY ESRB

Just for begging the question, "Do we really need to see a polygonal character in a thong?" ECW deserves a Mature rating. But the raunchy game also earns its undeniable M ranking for being lewd, crass, brutal, profane and violent.

NINTENDO POWER STAFF SCORES

- 7.5 → Andy
- 5.9 → Kyle
- 5.7 → Jason
- 5.4 → Sonja
- 5.3 → Chris

DAIKATANA



Kemco unloads a first-person shooter about a sword.

GRAPHICS: Daikatana deals with time travel, transporting you from 25th-Century Japan to places like Ancient Greece and tomorrow's San Francisco. Despite the potential of the settings, everything has a generic dungeon look, and the cinema scenes are agonizingly dull and uneventful.

PLAY CONTROL: Daikatana gets by with Turok's Controller configurations, but aiming tends to be jerky and imprecise.

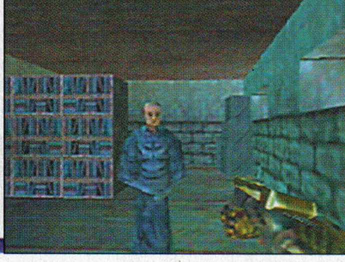
GAME DESIGN: The game was created by John Romero, the man who's generally credited with inventing the Deathmatch. His only real innovation this time around is that this shooter offers minor RPG elements in the form of fairly inconsequential attribute building.

SATISFACTION: Though it offers decent find-that-switch puzzle elements, Daikatana is still just a by-the-numbers shooter.

SOUND: Daikatana's not much of a listening experience—grunts and explosions break up an otherwise quiet game.

COMMENTS: **Sonja**—*The Super NES Doom is better than this. There aren't enough enemies, and game play is way too linear.* **Jennifer**—*Pretty cool name for such a lame game. It looks so-so and it's boring.* **Kyle**—*Fairly slick graphics. I sense they were trying for something big.* **Drew**—*This game would have been a sensation in 1990.*





- Kemco/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 32 levels



GRAPHICS	6.1
PLAY CONTROL	6.3
GAME DESIGN	5.0
SAT.	5.3
SOUND	5.9



HOW IT RATES

MATURE M — CONTENT RATED BY ESRB

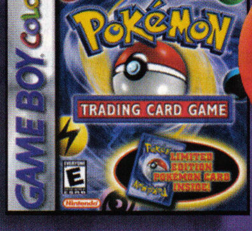
The ESRB slapped Daikatana with a Mature rating, since the game is up to its ears with the requisite gore and high body counts that you'd find in Turok, Quake or most other first-person shooters.

NINTENDO POWER STAFF SCORES

- 6.5 → Scott
- 6.1 → Kyle
- 5.9 → Armond
- 5.7 → Jennifer
- 4.7 → Nate

GAME BOY COLOR

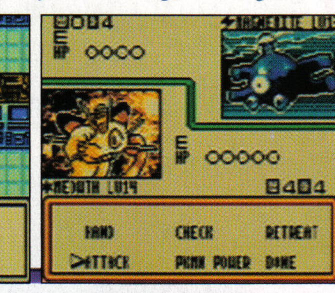
POKéMON TRADING CARD GAME





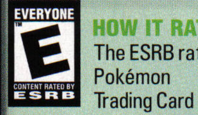
A video game based on a card game based on a video game...

GRAPHICS: Considering this is a card game, the developers could have easily copped out and skimped on the game's look. But as it is, Pokémon TCG offers plenty of great anime to gawk at.
PLAY CONTROL: The menus can get confusing, but, overall, the efficient controls and their functions do the trick.
GAME DESIGN: Pokémon TCG is the perfect primer for gamers who want to take up the card-playing game since it's a bang-up translation and inviting version of the complex Wizards of the Coast game. Presented in a shallow adventure format, the game lacks substantial role-playing elements, but it serves its purpose of matching you against other duelists in town.
SATISFACTION: The adventure is minor, but card fanatics and newbies will like that the deck-building strategies are identical to the real card game. Better yet, the GB version includes some exclusive cards and some of the CPU opponents can play a downright mean card game.
SOUND: If you need happy music to play cards, TCG's peppy tunes will pick you up.
COMMENTS: Dan—*This is a great way for players to hone their deck-building skills without having to own a ton of cards.* Jennifer—*The quest is on the short side, and the RPG elements aren't that deep.* Kyle—*There's enough complex strategy in deck building to keep it interesting for a long time.*



- Nintendo/8 Megabits
- 1 or 2 players simultaneously
- GB and GBC compatible
- Game Link and Game Boy Printer compatible
- Infrared port capabilities

GRAPHICS 7.0
PLAY CONTROL 8.6
GAME DESIGN 8.6
SAT. 8.8
SOUND 7.0

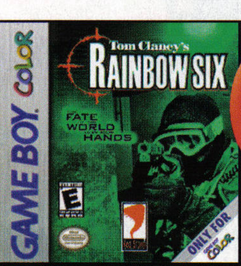
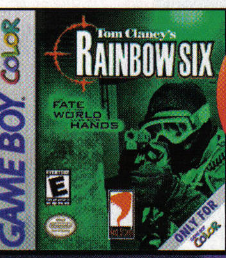


HOW IT RATES
The ESRB rates Pokémon Trading Card Game appropriate for Everyone. Maybe not everyone understands the card game, but the E-rated GB version will make it a quick and fun learn.

NINTENDO POWER STAFF SCORES
8.8 → Kyle
8.7 → Jennifer
8.1 → Nate
8.0 → Drew
7.5 → Dan

GAME BOY COLOR

RAINBOW SIX

OVERALL 6.9 RATING

Go somewhere under the rainbow in a shrunken version of R6.

GRAPHICS: You'd think a military game would be heavily colored in olive drab, but, appropriate to its name, Rainbow Six sports colorful and detailed (albeit tiny) graphics.
PLAY CONTROL: The setup is like the N64 game, so you must recruit your teams and plan your attack before undertaking each mission. It was complex on the N64, and it's even more complex on Game Boy. Or maybe it's just frustrating—managing your menus can be a bear to control.
GAME DESIGN: While the N64 game had a a big element of surprise in it, it's lost in the GBC version, since the three-quarter view exposes enemy hiding places. Still, planning your missions is a major part of the game, and all the strategizing of the N64 game remains in tact.
SATISFACTION: Red Storm took a good stab at preserving the game, but really you're just going through the motions with useless planning in the GBC version.
SOUND: The sound isn't particularly noteworthy, since the music and sound effects are pretty standard fare.
COMMENTS: Andy—*Very similar to the N64 version. I'm thankful it's not a platformer.* Jennifer—*The game is too complex for a quick pickup. You may get tired of setting up your tiny teams over and over again.* Scott—*The planning phase is all but pointless in this game, unlike the N64 version.*





- Red Storm/8 Megabits
- 1 player
- GBC exclusive
- 16 missiom
- 3 languages
- Battery-backed memory

GRAPHICS 6.8
PLAY CONTROL 6.7
GAME DESIGN 7.3
SAT. 6.8
SOUND 6.7



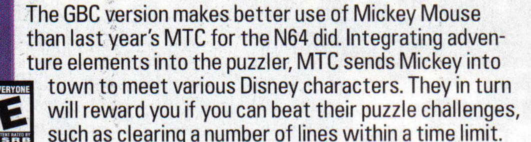
HOW IT RATES
The violent themes of the game may be straight out of the novel from Tom Clancy, but Rainbow Six for Game Boy Color doesn't show any graphic blood or gore. For this reason, the ESRB gave it an E rating.

NINTENDO POWER STAFF SCORES
7.9 → Chris
7.4 → Scott
6.9 → Drew
6.8 → Nate
6.5 → Jennifer

ALSO PLAYING THIS MONTH

MAGICAL TETRIS CHALLENGE

- Capcom/8 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link compatible



The GBC version makes better use of Mickey Mouse than last year's MTC for the N64 did. Integrating adventure elements into the puzzler, MTC sends Mickey into town to meet various Disney characters. They in turn will reward you if you can beat their puzzle challenges, such as clearing a number of lines within a time limit.

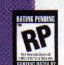


OVERALL **7.7** RATING

- GRAPHICS 7.8
- PLAY CONTROL 8.0
- GAME DESIGN 7.6
- SAT. 7.6
- SOUND 7.2

STREET FIGHTER ALPHA

- Capcom/8 Megabits
- 1 player
- GBC exclusive



A solid translation of Capcom's tried-and-true fighting franchise, Street Fighter Alpha brings the lightning-quick martial artistry of the arcade game to the tiny screen. The colors aren't the most spectacular, but Street Fighter is all about fighting, and the GBC version delivers it with punch.



OVERALL **7.6** RATING

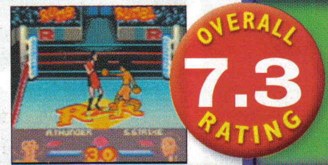
- GRAPHICS 7.6
- PLAY CONTROL 8.0
- GAME DESIGN 7.3
- SAT. 7.8
- SOUND 7.4

READY 2 RUMBLE BOXING

- Midway/16 Megabits
- 1 player
- GBC exclusive
- Rumble feature



Most GB translations of N64 games take a bit of tweaking and suffer in the process, but Ready 2 Rumble is very close to its big brother. The boxing game boasts 10 of the N64 game's palookas and sports great rock-'em, sock-'em action. Thanks to voice samples and digitized images straight from the N64, the game doesn't skip a beat.

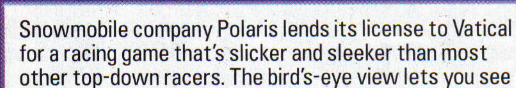


OVERALL **7.3** RATING

- GRAPHICS 8.0
- PLAY CONTROL 7.0
- GAME DESIGN 6.8
- SAT. 7.0
- SOUND 8.2

POLARIS SNOCROSS

- Vatical/8 Megabits
- 1 or 2 players simultaneously
- GB and GBC compatible
- Game Link compatible
- Rumble feature



Snowmobile company Polaris lends its license to Vatical for a racing game that's slicker and sleeker than most other top-down racers. The bird's-eye view lets you see enough of the track so you're never steering blind, while the jumps, moguls and ice patches that litter the numerous courses keep navigation unpredictable.

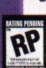


OVERALL **6.7** RATING

- GRAPHICS 6.8
- PLAY CONTROL 7.0
- GAME DESIGN 6.5
- SAT. 6.7
- SOUND 6.3

ULTIMATE PAINTBALL

- Majesco/8 Megabits
- 1 player
- GB and GBC compatible
- Passwords



A curious variation of Deer Hunter, Ultimate Paintball replaces the bullets with paint and deer with people. The capture-the-flag game plays like a shooting gallery that shoots back, as the human canvases pop in and out of bushes. Sorely lacking a two-player mode, Paintball simply flirts with tedium and is far from the "ultimate."



OVERALL **5.8** RATING

- GRAPHICS 6.0
- PLAY CONTROL 6.0
- GAME DESIGN 5.6
- SAT. 5.7
- SOUND 5.3

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventure, Puzzles
ARMOND: Fighting, RPGs, Adventure
CHRIS: Action, Sports, Adventure
DAN: Action, Adventure, Sports
DREW: Adventure, Simulations, RPGs
HENRY: Fighting, Action, Sports
JASON: Adventure, Action, Puzzles
JENNIFER: Adventure, Fighting, Action
KYLE: Sports, Simulations, Puzzles
NATE: Adventure, Action, Sports
SCOTT: Sports, Simulations, Adventure
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GRAPHICS 20%
- PLAY CONTROL 20%
- GAME DESIGN 25%
- SATISFACTION 25%
- SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.


Early Childhood


Teen (13+)


Adult (18+)


All Ages


Mature (17+)


Rating Pending


Pioneer
© 1998 Yasuhiro Nightow/SHONEN GAHO-SHA, Tokuma Shoten, JVC
TRIGUN

PAK WATCH

The inside source for all Nintendo News.



Explosive fun from Vatical.

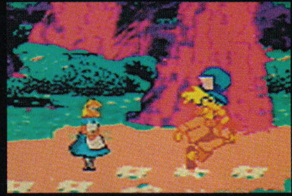
THIS MONTH

SUPER BOWLING



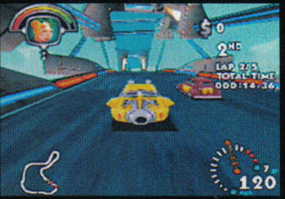
Where Milo feared to tread.

ALICE IN WONDERLAND



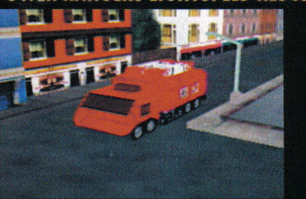
An adventure in GBC.

STUNT RACER 3000



The future with fins.

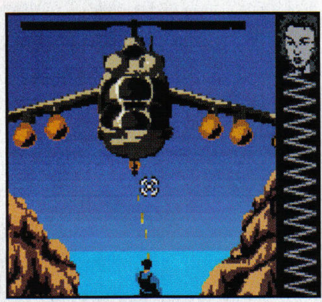
POWER RANGERS LIGHTSPEED RESCUE

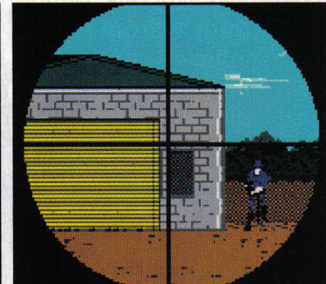


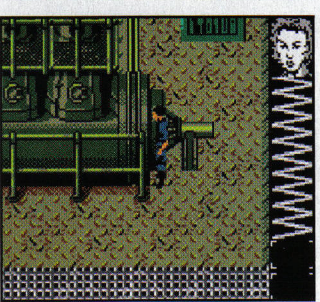
A new beginning for the Rangers.

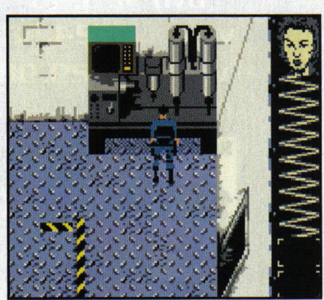
PERFECTION COMES TO GAME BOY COLOR

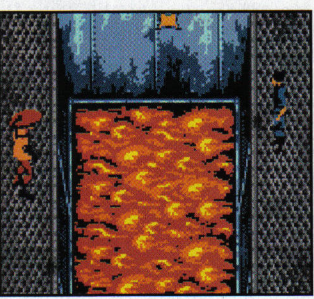
Leave it to Rare to break the boundaries of a hardware system and show just how exciting the future is for gaming. The latest breakthrough from our friends in Twycross comes in the form of Perfect Dark for Game Boy Color. These first published shots of the game are remarkable for two things—the sharpness of the detail and the variety of perspectives. Far from producing a standard platformer to take advantage of a popular name, Rare is using the Perfect Dark brand to introduce gamers to a richer, handheld gaming experience. Rare makes use of the entire platform with two-player Game Link options, Infrared dataport transmissions, Game Boy Printer compatibility, a Rumble feature and a Transfer Pak function for communicating between the GBC and N64 games. The story follows Joanna from her final training at the Carrington Institute to her first mission as an agent. It's a new story in seven original missions with lots of weapons and puzzles. At this time, we don't know what rating the game will receive from the ESRB, but we already suspect that the gaming world will rate it P for Perfect.

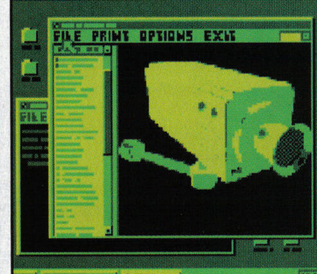












SECOND ATTACK IMMINENT! BOMBERMAN RESPONSIBLE

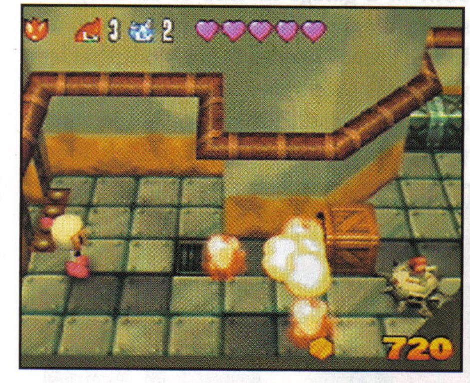
When Bomberman's shuttle is sucked into a Black Hole, it's just the beginning of the latest adventure for the plucky, not to mention explosive, character from Hudson Soft and Vatical Entertainment. The latest incarnation of Bomberman for the N64 has more of an action RPG feel than previous games in the series. With a new helper named Pommy, Bomberman must free himself from prison to seek and seize the seven stones that Rukifellth uses to enslave seven worlds. Bomberman will face all sorts of enemies from Rukifellth's BHB Army, but he'll have the best explosives in the galaxy to help him on his quest.

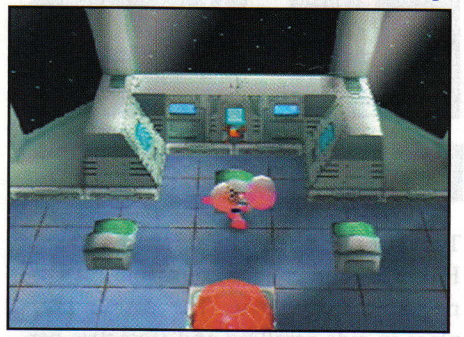




Fire in the hole

As always in Bomberman's adventures, the key to victory is placing your bombs strategically to blow up enemies and obstacles. It's also important to find special bombs, most of which you'll find by blowing up stuff, too. Basically, this game is one big, happy bomb-fest. Blow up, or try to blow up everything. Of course, you can't toast Bomberman while you're on your pyrotechnic binge, so caution is also key. Tutorial levels help newbies explore the many ways Bomberman uses explosives, and a character named Lillith gives game advice along the way. So how does the Story Mode differ from earlier Bomberman games? It's partially a matter of good design and partially solid play control. The 3-D cinema scenes help fill out the story and give this Bomberman title more of a sense of humor.







Pommy loves Bomby

Bomberman's new ally, Pommy, is a weird little guy who adds a big element to the game. A second player can join in the Story Mode using Pommy. The only restrictions are that Pommy won't fight against bosses or in Gravity Generator rooms. In other areas, though, Pommy can attack enemies. Bomberman can help Pommy grow, as well. If you feed him meat, he'll grow stronger, and if you give him veggies, he'll grow smarter.

More bombs for more fun

One of the best parts of any Bomberman game is the multiplayer option. When you first play The Second Attack, only the Survival and Challenge Modes are open. You'll open up more multiplayer modes by winning the Challenges. Up to four players can join in the fun in a wide variety of arenas with options for ghosts, time limits, number of victories and other elements, such as Shuffle and Sudden Death. There are five Battle Types and eight arenas for each Battle Type. The traditional Bomberman multiplayer game is just one of the five types. The other types include team matches, coin-collecting matches and high-score matches.

Bomberman's new clothes

Bomberman 64: The Second Attack looks good from any angle, but it can also look more the way you want when you use the Customize Bomberman option. The idea is to create your own Bomberman using various parts that you collect in the Story Mode. Once you have the parts, you can create your own Bomberman, save it on a Controller Pak, and import it into multiplayer matches. There's even more to this game, but we'll wait until next month for further in-depth coverage.

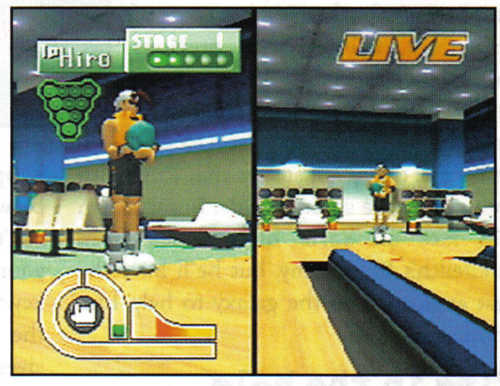
Light the fuse and stand waaaay back....

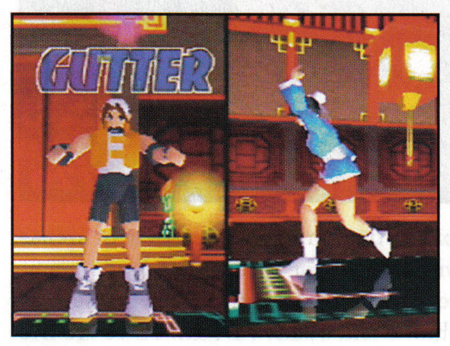
Pak Play

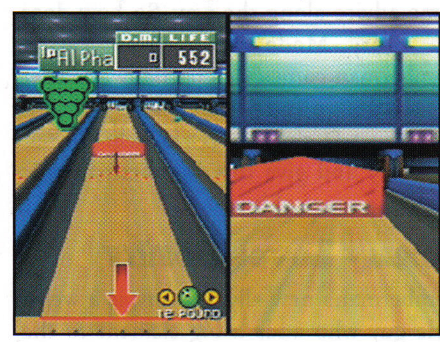
Hands-on previews of upcoming games.

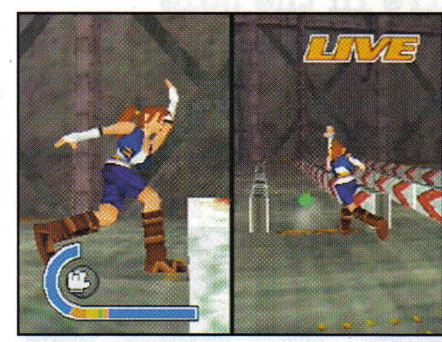
UFO SIGHTED IN ALLEY

New licensee UFO Entertainment is planning a summer release for Super Bowling, a game that hails from Athena in Japan. This N64 bowling title is as far from the ordinary bowling sim as you're likely to see. For instance, you can bowl in a garage instead of an alley. Six secret alleys, such as one in a forest, are locked away. There's a Stage Mode that lets you bowl at top speed against a CPU character opponent, a Challenge Mode where you're given difficult splits, a Golf Mode that's scored by the total number of balls it takes to clear an alley and the Open Mode, which is a tournament for single, team or doubles action. The play control system puts a few spins on standard bowling meters, but it's easy to learn. A combination of ball cam and alley cam windows gives you the complete picture on every throw. Top it off with a lively sound track—you've got the most innovative and interesting bowling title in years.



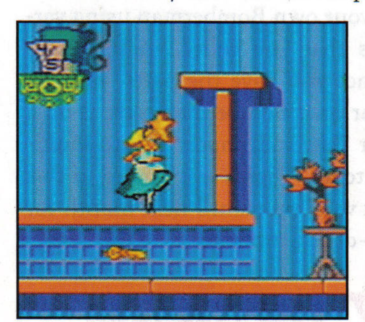




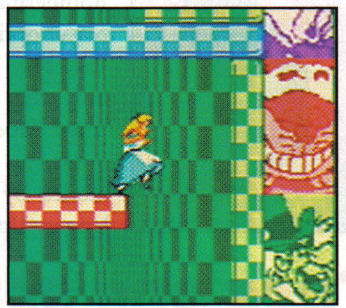


NINTENDO SHRINKS ALICE

If you think that Alice from Disney's Alice in Wonderland controls her growth by nibbling on mushrooms, think again. The real shrinkage occurs when Alice squeezes into her upcoming romp for Game Boy Color. Digital Eclipse, Disney Interactive and Nintendo of America teamed up on this title, hoping to pack the curious storybook heroine into a game that mixes easy action with simple puzzle play. Our test version at Pak Watch turned out to be a beautiful game with more glitter than the Cheshire Cat's grin. Reflective surfaces and smooth animations are just two of the graphical tidbits in this feast of fun. Film fans will recognize areas of the game modeled after movies scenes, such as Down the Rabbit Hole, A Mad Tea Party, and Paint the Roses Red, and they'll reacquaint themselves with Tweedledee & Tweedledum, the March Hare, the Mad Hatter and other characters from the Disney animated movie. The action takes place in side-scrolling and isometric perspectives, and plentiful cinema scenes convey the story. There's even a two-player hide-and-seek mode that lets two players hide and hunt on one Game Boy Color. Alice should step through the retail looking glass early this summer.









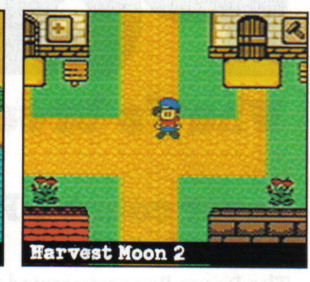
THE RETURN OF LEGENDS

When Natsume recently informed us that Legend of the River King 2 and Harvest Moon 2 were on the schedule for this fall, we immediately started canceling appointments and vacations. For fans of these unusual RPGs, the reason will be clear, but for those of you who have never worked to bring in a crop of virtual veggies or to land a virtual trout, let us say a few words about Natsume's life-RPG games. They may seem silly, but the strategy level is high, the games are non-violent, and they are very compelling. This second batch of GBC games has all new stories and various other features. For instance, in Harvest Moon 2, players can choose their gender—thus removing one of the few objections to the original games. The length of the game's timeline increases to three years for HM2. In Legend of the River King 2, players choose to begin the game as either a kid or a teenager. There's a new story with the goal of recovering two lost gems. Although Natsume hopes for early releases of both titles, we expect a realistic date is late summer or fall. It will be worth the wait.

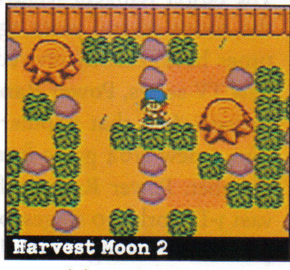
River King 2

River King 2

Harvest Moon 2


Harvest Moon 2


Harvest Moon 2


Harvest Moon 2

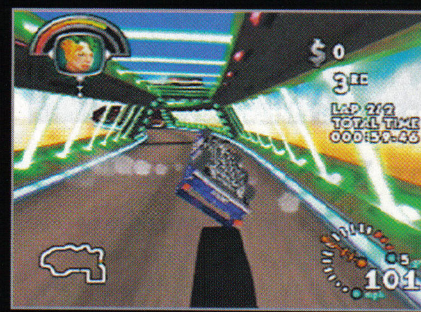
RACING WITH FINS

That's not to say that Midway's Stunt Racer 3000 has Finnish drivers. No, as you can see in the screen shots we've taken of this upcoming racer, the fins are on the retro-style cars. Boss Games, the creators of last year's highly polished World Driver Championship and this year's SR3K, is putting the final glow on this year's racing spoof. But it turns out that the joke will be on players who don't take this game seriously. Imagine F-Zero with retro cars and a system for pulling stunts. Now that we've seen it, we don't have to imagine. We'll have more on this one soon, but for now, enjoy the view from the year 3000.



BOSS MAN!

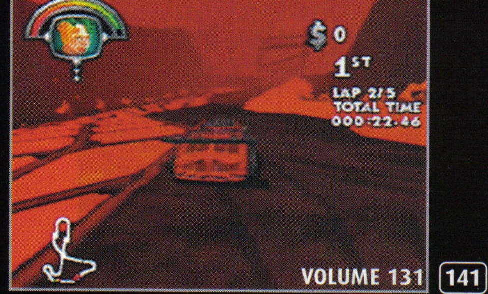












Pak Peeks

What's breaking in the world of games.

Never count a Power Ranger out

The Power Rangers seemed to be down for the count several years ago, but their fortunes have recently revived with a popular, new TV series, **Power Rangers Lightspeed Rescue**. And that popularity will translate into a new N64 game from THQ due this October. Power Rangers fans will enter a vast 3-D world, 30 stages long, where they'll pilot Power Ranger vehicles and even the giant Mega Zords as they seek to save people from an assortment of monsters.



Power Rangers Lightspeed Rescue

Tony Hawk does GBC

As the Tony Hawk phenomenon sweeps the N64, get ready for a smaller version of the skateboarding game to hit Game Boy Color this May. **Tony Hawk's Pro Skater** for the small screen packs some big action. The Halfpipe Mode features three parks where players get big air and pull monster stunts. The Tournament Mode features five courses where players go head-to-head with three CPU opponents. Each boarder is racing, picking up items and grabbing stunts for points. There's also a One-player vs. CPU Mode. Courses range from city streets to the dockyards where Tony and nine top boarders can grind all day long, and you can join in the fun.



Tony Hawk's Pro Skater

Color a Dinosaur?

Before you start thinking this news item has anything to do with an old edutainment title for the NES, stop. **Dinosaur** is the name of the upcoming Disney animated feature that's scheduled to release in theaters this May. Through our overseas sources, Pak Watch has learned that Ubi Soft has acquired the rights to create a Game Boy Color title based on the animated film, and the game will release simultaneously with the movie. Although we don't have any screen shots at this time, we did get a sneak peek at the game. Players take on the role of the dinosaur herd members, such as Aladar, Eema, Plio and Zini, as they perform tasks. Each member has attributes that may make it ideal for particular situations—sort of like an overhead-perspective Lost Vikings.

Deer Diary

If you enjoyed blasting Bambi in Deer Hunter, GT Interactive has the next hottest thing in virtual blood sports—**Rocky Mountain Trophy Hunter** for Game Boy Color. This time around your quarry is the cunning Rocky Mountain Big Horn sheep—a wily opponent armed with two curly horns that could knock you silly if you don't watch out. Fortunately, you can defend yourself with a rifle and high-powered scope, stopping the evil sheep in its tracks long before it even gets a whiff of you. If you want to be more sporting about it, you can go after the trophy with a bow and arrow. How do you get close to such a suspicious animal? Cover yourself with sheep smell—Ewe 'd cologne. Yes, the joys of the great outdoors will be yours to savor when Rocky Mountain Trophy Hunter is released next month.



Trophy Hunter

More Game Boy

April is known for showers, and this month, news of new Game Boy Color titles is pouring in. The flood gates begin with a watery wonder from Vatical Entertainment. Vatical has been picking up steam as a developer for Nintendo systems, and its GBC lineup is its real strength. That position gets even stronger with **VR Sports Power Boat Racing**. This game features very fast action on overhead perspective courses that often pass through tunnels or send your boat over jumps. The four modes include Arcade, Single Race, Challenge and Practice. Races take place on six international courses.



VR Powerboat Racing

Infogrames' **Ronaldo V. Soccer** features the Brazilian star in an international soccer game. There's a lot of soccer packed into this title with its Leagues, Cup play, Friendly matches and Practice Mode. Unlike in some previous soccer games for GBC, you can actually see the ball, and you should be able to see the game by May.

The Men in Black are back in Crave's **MIB2**. The world's favorite alien police—agents K and J—have eight missions ahead of them, and the fate of the planet lies in the balance. Play control has been

COMING SOON




Men in Black 2

greatly improved from last year's MIB title, making MIB2 a fast-paced side-scroller with a lot of potential.

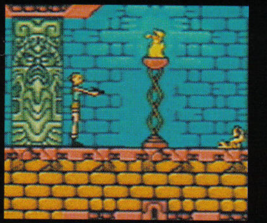
Midway's series of down-home action games continues with **Toobin'**—a racer that puts players in an innertube on a river full of items and hazards. It's a new take on racing games, and it might be worth a look this April when it's released.

Apparently the next big thing that came to mind at Interplay was a Game Boy Color game based on the movie, **Casper the Friendly Ghost**. Although this idea may seem about as substantial as the sheet-shrouded star, it's actually a fun little action vehicle with excellent sound and a lot of exploration. Casper is the user-friendliest ghost we know.

N64 Flash

Activision has announced that **Tony Hawk 2** for the N64 is already in development. The second awesome boarder should be ready by the holidays. Tony 2 will join a super Activision lineup that also includes **Spider-Man** and possibly two **X-Men** games. Over at Ubi Soft, the French software company also obtained rights for the **VIP** television series. In other news, Pak Watch has learned that 3DO is well into development on a second Sarge's Heroes game. **Army Men: Sarge's Heroes 2** involves more of the characters from Sarge's squad. At Acclaim, **ECW: Anarchy Rulz**, the second N64 ECW title, is due out this September. Finally, let's round things out with a look at Midway's N64 lineup for 2000. Midway will open its fall campaign with **NFL Blitz 2001** and **Rush 2049**. The word on Rush is that the cars will have wings. Following them will be **Ready 2 Rumble 2** and **NBA Showtime 2000**. The final game, **Cruisin' Exotica**, doesn't have a date nailed down, but it's on its way.

Tomb Raider



Eidos Interactive

Hercules



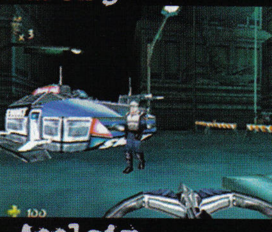
Titus

Duck Dodgers



Infogrames

Turok 3



Acclaim

Metal Gear Solid



Konami

Big Mountain 2000



South Peak

RELEASE FORECAST

SPRING 2000

Nintendo 64	Game Boy Color	Game Boy Color
BIG MOUNTAIN 2000	CASPER THE FRIENDLY GHOST	NBA LIVE 2000
BLADES OF STEEL 2000	CROC	NFL BLITZ 2000
BOMBERMAN 64: SECOND ATTACK!	DINOSAUR	NHL BLADES OF STEEL 2000
EXCITEBIKE 64	DAFFY DUCK: FOWL PLAY	NHL 2000
PERFECT DARK	FIFA 2000	QIX ADVENTURES
	MEGA MAN 5	RESIDENT EVIL
	METAL GEAR SOLID	ROCKY MOUNTAIN TROPHY HUNTER
	MONSTER RANCHER BATTLE CARD GB	SUZUKI ALL-STAR EXTREME RACING
	MUPPETS	TEST DRIVE CYCLES
	NBA IN THE ZONE 2000	TOMB RAIDER
		TONY HAWK'S PRO SKATER
		WARIO LAND 3
		WICKED SURFING
		WINNIE THE POOH

SUMMER 2000

Nintendo 64	Game Boy Color
AIDYN CHRONICLES: THE FIRST MAGE	ALICE IN WONDERLAND
BANJO-TOOIE	CRYSTALIS
BLUES BROS. 2000	HARVEST MOON 2
DUCK DODGERS IN THE 24TH 1/2 CENTURY	HEROES OF MIGHT & MAGIC
F-1 RACING CHAMPIONSHIP	LEGEND OF THE RIVER KING 2
HERCULES	LOONEY TUNES COLLECTOR: ALERT
KIRBY 64	MEN IN BLACK 2
OGRE BATTLE 64	SAN FRANCISCO RUSH
STARCRAFT 64	TRICK BOARDER
STUNT RACE 3000	WACKY RACES
SUPER BOWLING	
SYDNEY 2000	
TUROK 3	

FUTURE

Nintendo 64	Game Boy Color
CONKER'S BAD FUR DAY	DAIKATANA ADVENTURE
CRUISIN' EXOTICA	DONKEY KONG COUNTRY
ECW: ANARCHY RULZ	THE LITTLE MERMAID 2
ETERNAL DARKNESS	PERFECT DARK
HEY YOU, PIKACHU!	POKéMON ATTACK
MICKEY'S SPEEDWAY USA	POKéMON GOLD
MINI RACERS	POKéMON SILVER
THE NEW ADVENTURES OF BATMAN	WARLOCKED
NFL BLITZ 2001	ZELDA: TRIFORCE SERIES (3 TITLES)
NIGHTMARE CREATURES 2	
POWER RANGERS LIGHTSPEED RESCUE	
READY 2 RUMBLE 2	
RIQA	
RUSH 2049	
SPIDER-MAN	
SUPER MARIO RPG 2	
TONY HAWK'S PRO SKATER 2	
VIP	
X-MEN	
ZELDA GAIDEN	

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...

Volume 132, May 2000

EXCITEBIKE 64

Grab your helmet, 'cause Excitebike 64 is revving to go! The premier motorcycle racing game from the NES days is making its 64-bit debut, complete with the dirt-thrashing racing action and track-editing extras that made it famous. This all-new 3-D motorcycle racer is ready to jump into your living room, and if you want to be ready for it, you'll have to read our stunt-sticking, obstacle-dodging, pack-leading coverage in May.





Joanna Dark doesn't play well with others—or does she? Find out next month when our top agents uncover the secrets within Perfect Dark's monster multiplayer modes.

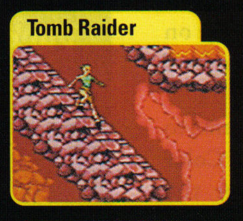
BOMBERMAN 64: THE SECOND ATTACK



This is one explosive situation—Bomberman is back for a second attack! We'll cover the Bomberman bases, from the adventure mode to the four-player battle mode in May. It's sure to be a blast.

GAME BOY GALA

Tomb Raider



Come along with Nintendo Power as we dig up the treasures hidden inside the very first Tomb Raider game for a Nintendo system. Lara, meet Game Boy Color!

Metal Gear Solid



We're spying inside the Metal Gear Solid Pak to bring you a close look at this new sneak-and-diehard thrilller for Game Boy Color. Be here in May for a full report.

N64

1. A Bug's Life
2. Air Boardin' USA
3. All-Star Baseball 2001
4. Armorines: Project S.W.A.R.M.
5. Army Men: Sarge's Heroes
6. Asteroids Hyper 64
7. Banjo-Kazooie
8. Bassmasters 2000
9. BattleTanx
10. BattleTanx Global Assault
11. Battlezone 64: Rise of the Black Dogs
12. Beetle Adventure Racing
13. BioFreaks
14. Blast Corps
15. Body Harvest
16. Bomberman Hero
17. Bomberman 64
18. Brunswick Circuit Pro Bowling
19. Buck Bumble
20. Bust-a-Move '99
21. California Speed
22. Carmageddon II: Carpocalypse Now
23. Castlevania
24. Castlevania: Legacy of Darkness
25. Chameleon Twist 2
26. Charlie's Blast Territory
27. Chopper Attack
28. Command & Conquer
29. Cruis'n USA
30. Cruis'n World
31. CyberTiger
32. Daikatana
33. Deadly Arts
34. Destruction Derby 64
35. Diddy Kong Racing
36. Disney's Tarzan
37. Donkey Kong 64
38. Doom 64
39. Duke Nukem 64
40. Duke Nukem: Zero Hour
41. Earthworm Jim 3-D
42. ECW Hardcore Revolution
43. Elmo's Letter Adventure
44. Elmo's Number Journey
45. Extreme-G 2
46. F-1 World Grand Prix
47. F-Zero X
48. FIFA '99
49. Fighter Destiny 2
50. Fighting Force 64
51. Flying Dragon
52. Forsaken
53. 40 Winks
54. Gauntlet Legends
55. Gex 3: Deep Cover Gecko
56. Glover
57. Goemon's Great Adventure
58. GoldenEye 007
59. Harvest Moon 64
60. Hot Wheels Turbo Racing
61. Hybrid Heaven
62. Hydro Thunder
63. In-Fisherman Bass Hunter 64
64. International Track & Field 2000
65. Jet Force Gemini
66. Killer Instinct Gold
67. Knockout Kings 2000
68. The Legend of Zelda: Ocarina of Time
69. LEGO Racer
70. Lode Runner 3-D
71. Madden NFL 2000
72. Magical Tetris Featuring Mickey
73. Mario Golf
74. Mario Kart 64
75. Mario Party
76. Mario Party 2
77. Micro Machines 64 Turbo
78. Mission: Impossible
79. MLB Featuring Ken Griffey Jr.
80. MLBPA: Bottom of the 9th
81. Monaco Grand Prix
82. Monopoly
83. Monster Truck Madness
84. Mortal Kombat 4
85. Mortal Kombat Mythologies: Sub-Zero
86. Mortal Kombat Trilogy
87. Mystical Ninja Starring Goemon
88. NAMCO Museum 64
89. NASCAR 2000
90. NBA Courtside 2 Featuring Kobe Bryant
91. NBA Hang Time
92. NBA in the Zone 2000
93. NBA Jam 2000
94. NBA Live 2000
95. NBA Showtime
96. The New Tetris
97. NFL Blitz 2000
98. NFL Quarterback Club 2000
99. NHL Blades of Steel '99
100. NHL Breakaway '99
101. NHL '99
102. Nightmare Creatures
103. Nuclear Strike 64
104. Off-road Challenge
105. Paperboy
106. Penny Racers
107. PGA European Tour
108. PilotWings 64
109. Pokémon Snap
110. Pokémon Stadium
111. Quake II
112. Quest 64
113. Rainbow Six
114. Rally Challenge 2000
115. Rampage 2: Universal Tour
116. Rat Attack
117. Rayman 2: The Great Escape
118. Ready 2 Rumble Boxing
119. Resident Evil 2
120. Re-Volt
121. Ridge Racer 64
122. Road Rash 64
123. Roadsters
124. Rocket: Robot on Wheels
125. Rugrats Scavenger Hunt
126. Rush 2
127. San Francisco Rush: Extreme Racing
128. Shadow Man
129. Shadowgate 64: Trials of the Four Towers
130. Snowboard Kids 2
131. South Park
132. South Park: Chef's Luv Shack
133. South Park Rally
134. Space Invaders
135. Space Station Silicon Valley
136. Star Fox 64
137. *Star Wars:* Episode I: Racer
138. *Star Wars:* Rogue Squadron
139. *Star Wars:* Shadows of the Empire
140. Starshot: Space Circus Fever
141. Super Mario 64
142. Super Smash Bros.
143. Supercross 2000
144. Superman
145. 1080° Snowboarding
146. Tonic Trouble
147. Tony Hawk's Pro Skater
148. Top Gear Overdrive
149. Top Gear Rally 2
150. Top Gear Hyper-Bike
151. Toy Story 2
152. Transfer Pak
153. Triple Play 2000
154. Turok: Dinosaur Hunter
155. Turok: Rage Wars
156. Turok 2: Seeds of Evil
157. Twisted Edge Snowboarding
158. Vigilante 8
159. Vigilante 8: 2nd Offense
160. Virtual Pool 64
161. V-Rally Edition '99
162. Waialae Country Club: True Golf Classics
163. Wave Race 64
164. WCW Mayhem
165. WCW Nitro
166. WCW/nWo Revenge
167. WCW vs. nWo: World Tour
168. Wetrix
169. WinBack: Covert Operations
170. Wipeout 64
171. World Driver Championship
172. World League Soccer 2000
173. Worms: Armageddon
174. WWF Attitude
175. WWF War Zone
176. WWF WrestleMania 2000
177. Xena: Warrior Princess: The Talisman of Fate
178. Yoshi's Story

Game Boy

179. A Bug's Life
180. All-Star Baseball 2000
181. Arcade Hits: Defender/Joust
182. Arcade Hits: Spy Hunter/Moon Patrol
183. Armorines: Project S.W.A.R.M.
184. Army Men
185. Asteroids
186. Bassmasters Classic
187. BattlleTanx
188. Battleship
189. Billy Bob's Huntin' 'n' Fishin'
190. Bionic Commando: Elite Forces
191. Black Bass Lure Fishing
192. Blaster Master
193. Boarder Zone
194. Bomberman Quest
195. Bubble Bobble Classics
196. Bugs Bunny: Crazy Castle
197. Bust-a-Move 4
198. Caesar's Palace II
199. Castlevania Legends
200. Catwoman
201. Catz
202. Deer Hunter
203. Disney's Beauty and the Beast
204. Disney's Tarzan
205. Dogz
206. Donkey Kong Land
207. Donkey Kong Land 2: Diddy's Kong Quest
208. Donkey Kong Land 3
209. Dragon Warrior Monsters
210. Driver
211. Duke Nukem
212. Earthworm Jim: Menace 2 the Galaxy
213. Elmo in Grouchland
214. FIFA 2000
215. Final Fantasy Adventure
216. Final Fantasy Legend
217. Final Fantasy Legend II
218. Final Fantasy Legend III
219. Frogger
220. Game & Watch Gallery 3
221. Gex 3: Deep Pocket Gecko
222. Ghosts 'n' Goblins
223. Godzilla: The Series
224. Grand Theft Auto
225. Harvest Moon GB
226. Hello Kitty's Cube Frenzy
227. Hexcite
228. James Bond 007
229. Ken Griffey Jr. Presents MLB
230. Kirby's Dream Land 2
231. Klax
232. Knockout Kings
233. Legend of the River King
234. Legend of the Sea King
235. The Legend of Zelda: Link's Awakening DX
236. Madden NFL 2000
237. Magical Tetris Challenge
238. Mario Golf
239. Mega Man V
240. Men in Black: The Series
241. Metroid II: The Return of Samus
242. Mickey's Racing Adventure
243. Micro Machines 1 & 2: Twin Turbo
244. Microsoft Puzzle Collection
245. Millennium Winter Sports
246. Mission: Impossible
247. Montezuma's Return
248. Mortal Kombat 4
249. Motocross Maniacs 2
250. Mr. Nutz
251. Ms. Pac-Man Special Color Edition
252. NBA 3-on-3 Featuring Kobe Bryant
253. NBA in the Zone '99
254. NBA Jam '99
255. NBA Showtime
256. NFL Blitz 2000
257. NHL Blades of Steel 2000
258. NHL '99
259. Oddworld Adventures 2
260. Pac-Man Special Color Edition
261. Pokémon
262. Pokémon Pinball
263. Pokémon Trading Card Game
264. Pong: The Next Level
265. Prince of Persia
266. Quest for Camelot
267. Quest RPG: Brian's Journey
268. Rampage 2: Universal Tour
269. Rayman
270. Ready 2 Rumble Boxing
271. Revelations: The Demon Slayer
272. Roadsters Trophy
273. R-Type DX
274. Rugrats: Time Traveler
275. Shadowgate Classic
276. Smurf's Nightmare
277. Space Invaders
278. Spawn
279. Speedy Gonzales: Aztec Adventure
280. *Star Wars:* Episode I: Racer
281. Super Mario Bros. Deluxe
282. Super Mario Land
283. Super Mario Land 2: 6 Golden Coins
284. Survival Kids
285. Test Drive 6
286. Tetris Attack
287. Tetris DX
288. Tiger Woods PGA 2000
289. Titus the Fox
290. Tonka Raceway
291. Top Gear Pocket 2
292. Towers: Lord Baniff's Deceit
293. Toy Story 2
294. Turok: Rage Wars
295. Uno
296. Vigilante 8
297. V-Rally
298. Wario Land: Super Mario Land 3
299. Wario Land 2
300. Wings of Fury
301. Worms: Armageddon
302. WWF Attitude
303. WWF WrestleMania 2000
304. Yars' Revenge
305. Yoda Stories

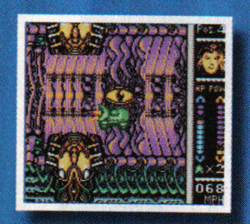
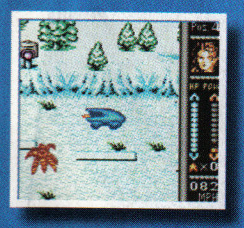
Upcoming Releases & Other Picks

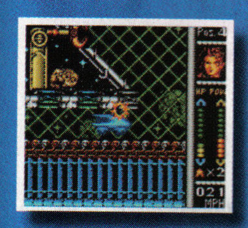
306. Aidyn Chronicles: The First Mage (N64)
307. Alice in Wonderland (Game Boy)
308. Army Men: Air Combat (N64)
309. Azure Dreams (Game Boy)
310. Banjo-Tooie (N64)
311. Big Mountain 2000 (N64)
312. Blues Brothers 2000 (N64)
313. Bomberman 64: Second Attack!(N64)
314. Conker's Bad Fur Day (N64)
315. Crystalis (Game Boy)
316. Dolphin
317. Donkey Kong Country (Game Boy)
318. EarthBound 64 (N64)
319. Eternal Darkness (N64)
320. Excitebike 64 (N64)
321. F-1 Racing Championship (N64)
322. Game Boy Advance
323. Hercules (N64)
324. Heroes of Might & Magic (Game Boy)
325. Kirby 64 (N64)
326. The Legend of Zelda: Triforce Series (N64)
327. The Legend of Zelda: The Mask of Mujula (N64)
328. Looney Tunes Collector: Alert! (Game Boy)
329. Looney Tunes: Duck Dodgers (N64)
330. Lufia: Ruins Chaser (Game Boy)
331. Metal Gear Solid (Game Boy)
332. Mickey's Speedway USA (N64)
333. Mini Racers (N64)
334. The New Adventures of Batman (N64)
335. Nightmare Creatures 2 (N64)
336. Ogre Battle 64: Person of Lordly Caliber (N64)
337. Perfect Dark (Game Boy)
338. Perfect Dark (N64)
339. Pokémon Attack (Game Boy)
340. Pokémon Gold (Game Boy)
341. Pokémon Silver (Game Boy)
342. Hey You, Pikachu! (N64)
343. Resident Evil (Game Boy)
344. Riqa (N64)
345. Rush 2049 (N64)
346. Spider-Man (N64)
347. StarCraft 64 (N64)
348. Stunt Racer 3000 (N64)
349. Sydney 2000 (N64)
350. Taz Express (N64)
351. Test Drive Rally (N64)
352. Tomb Raider (Game Boy)
353. Turok 3 (N64)
354. Wacky Races (Game Boy)
355. Warlocked (Game Boy)
356. Winnie the Pooh (Game Boy)
357. Winnie the Pooh (N64)
358. X-Men (N64)

To Win,
You Have to Finish.

To Die,
Well, That Can Pretty Much Happen Anytime.

ARMADA F/X RACERS




Same characters you've come to expect & respect from Armada, for the Dreamcast!

- 6 futuristic racecars.
- 6 alien worlds to race upon, each with its own dangers and geo-effects.
- 3 modes of racing, including a secret "Survival" mode, where the only secret is how to stay alive.
- 18 bosses.
- Special power-ups to upgrade vehicle performance.
- Outrageous obstacles, including alien spiders and metal drills.

Put adventure into overdrive, as you captain a futuristic vehicle, and race through six alien worlds to face-off in a battle of wills, thrills, chills and spills. Take on opposing high-tech vehicles, obstacles and obstructions - all as you approach a final showdown against multiple-bosses in a good 'ol game of bumper cars, minus the bumpers.









NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 130 (Mar. '00): Pokémon Stadium, HydroThunder, South Park Rally, Brunswick Circuit Pro Bowling, Rally Challenge 2000, Nuclear Strike 64, Blaster Master (GB), Rayman (GB), Perfect Dark, Ogre Battle Preview, Tomb Raider Preview (GB), 1999 NP Awards Nominations, Funtastic Series Colored Consoles.

Volume 129 (Feb. '00): Disney's Tarzan, Pokémon Stadium Preview, World League Soccer, PGA European Tour, Fighter Destiny 2, Ridge Racer 64, CyberTiger, Turok: Rage Wars (GB), Bionic Commando (GB), NST: Game Makers, Tony Hawk's Pro Skater Preview, Crystalis Preview.

Volume 128 (Jan. '00): Mario Party 2, 40 Winks, Millennium Predictions, Worms: Armageddon, Donkey Kong 64–Part 3, Roadsters, Supercross 2000, Bassmasters 2000, Armorines, Dragon Warrior Monsters (GB), Mission: Impossible (GB), Gex 3: Deep Pocket Gecko (GB).

Volume 127 (Dec. '99): WWF WrestleMania 2000, Toy Story 2, Castlevania: Legacy of Darkness, Donkey Kong 64–Part 2, NBA N64 Tip-Off 2000, Ready 2 Rumble, Top Gear Rally 2, Rainbow Six, Operation Y2K Countdown, Mickey's Racing Adventure, *Star Wars:* Episode I: Racer, Ghosts ´n` Goblins.

Volume 126 (Nov. '99): Donkey Kong 64, Rocket: Robot on Wheels, Harvest Moon 64, Jet Force Gemini, NBA Courtside 2 Featuring Kobe Bryant, Resident Evil 2, Monopoly, Earthworm Jim 3-D, BattleTanx 2, Mario Golf (GB), Survival Kids (GB).

Volume 125 (Oct. '99): Jet Force Gemini, Army Men: Sarge's Heroes, Starcraft 64, Road Rash 64, WinBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokémon Special Pikachu Edition (GB), Donkey Kong 64 In-Store Demo Strategies.

Volume 124 (Sept. '99): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven–Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Sprocket Preview, Starcraft Preview, Tarzan (GB), Revelations: The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu I & II (GB), Player's Choice Strategies.

Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship–Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars:* Episode I: Racer Review–Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars:* Episode I: Racer Review–Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales, R-Type DX, All-Star Baseball 2000 (GB), Join the Power Panel.

Volume 120 (May '99): Guide to E3, *Star Wars:* Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000 (N64), Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe.

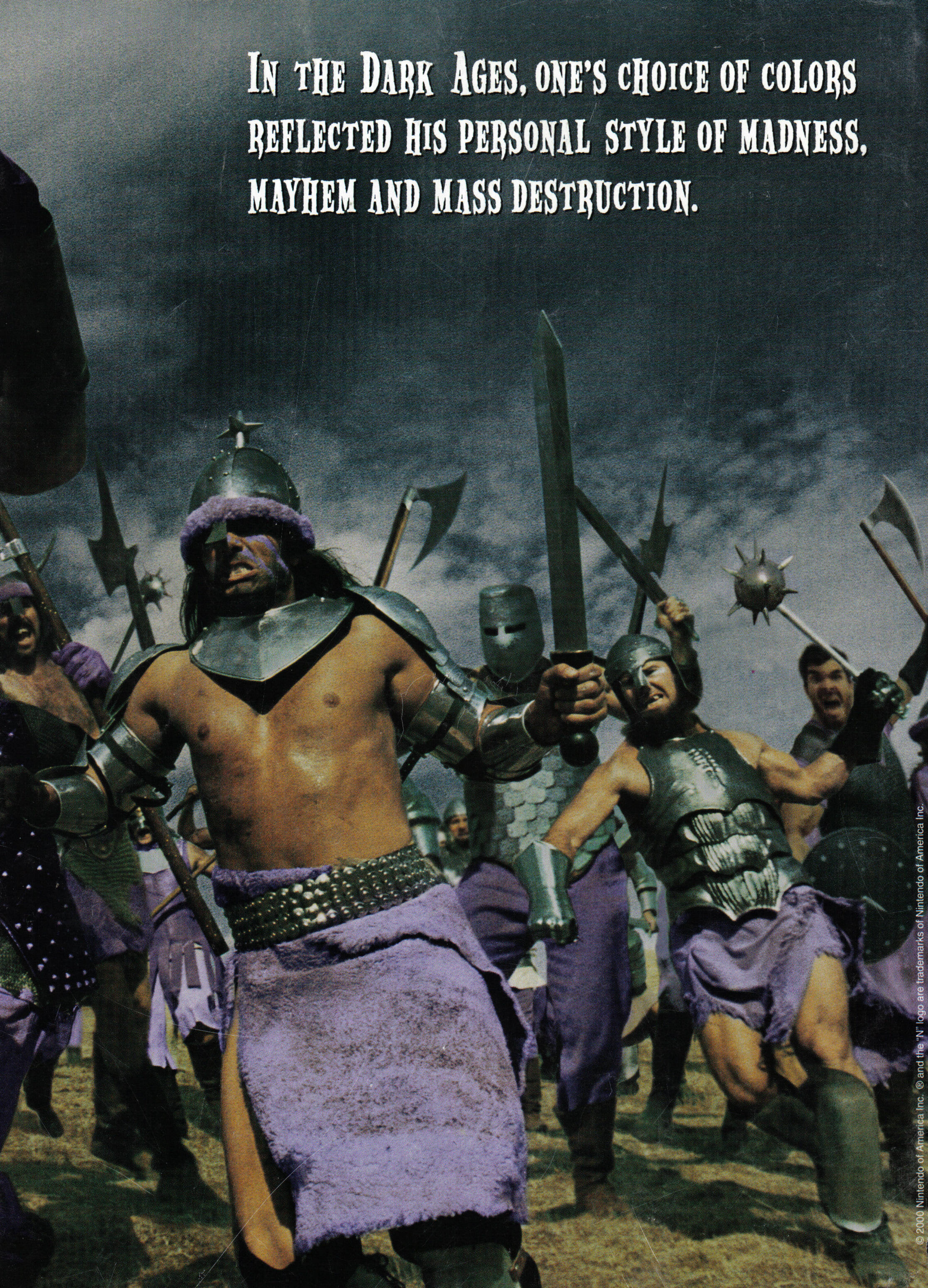
Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

Volume 118 (Mar. '99): Tonic Trouble, Vigilante 8, Castlevania Review–Part 3, Duke Nukem: Zero Hour, Chameleon Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on-One, NP Awards Nominees, Command and Conquer Preview, Pokémon Hits the Deck, Logical, Power Quest.

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This May, Bomberman Returns




IN THE DARK AGES, ONE'S CHOICE OF COLORS REFLECTED HIS PERSONAL STYLE OF MADNESS, MAYHEM AND MASS DESTRUCTION.
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